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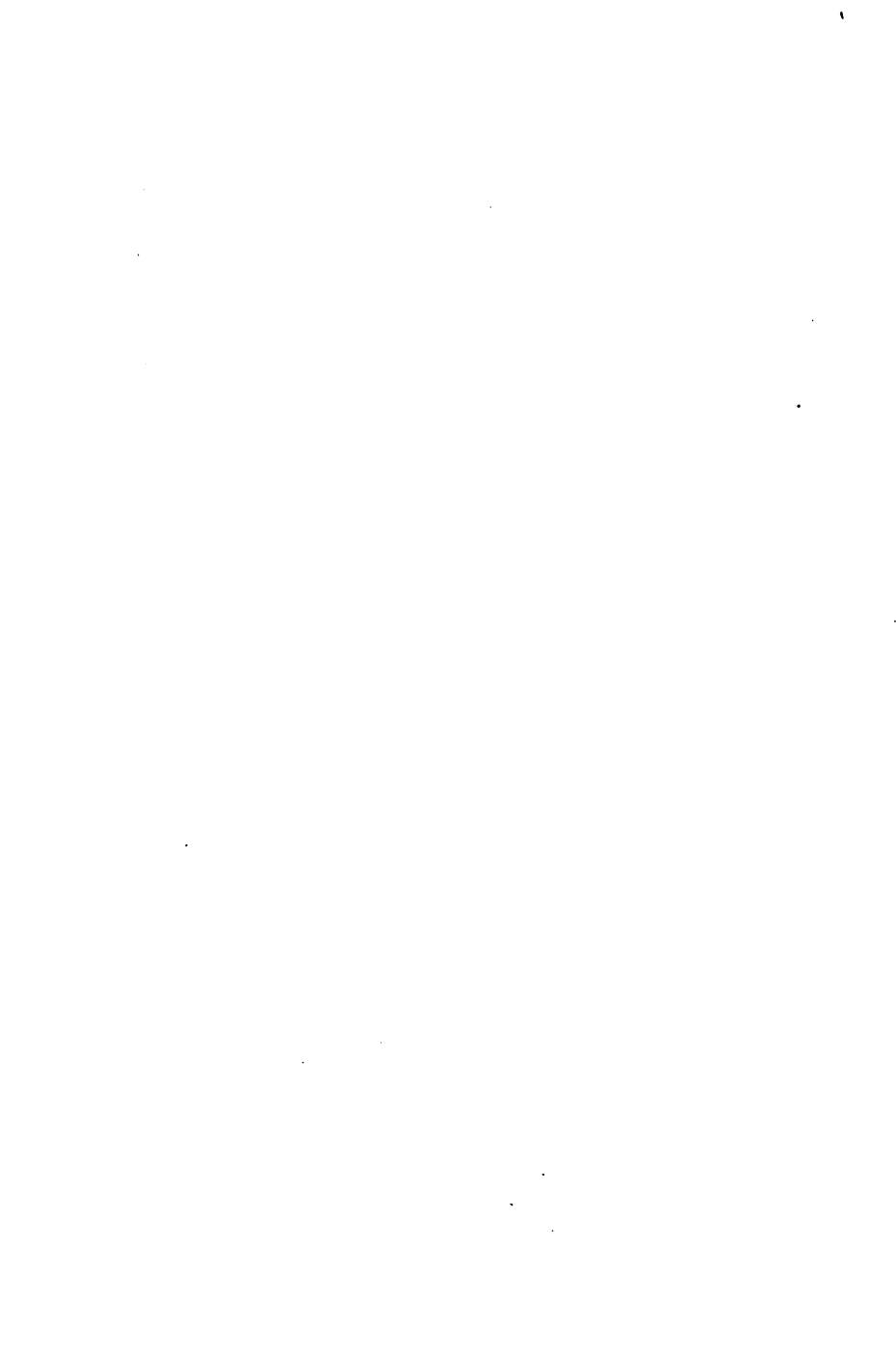


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Joseph Charles Kimball

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SIDE AND SCREW



SIDE AND SCREW

BEING

NOTES ON THE THEORY AND PRACTICE

OF THE GAME OF

BILLIARDS

BY

C. D. LOCOCK

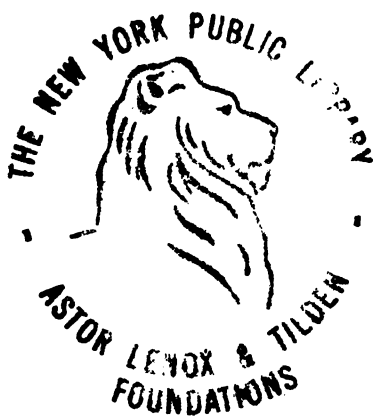
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PREFACE

THIS book is intended for moderately advanced amateurs. A knowledge of the laws of the game and of the more elementary strokes is presumed. It is hoped that players who possess that knowledge may find the practical part of the book useful and the theoretical part interestingly intelligible.

It is commonly said that an ounce of practice is worth a pound of theory, or words to that effect. If then the ounce of theory herein contained is of any assignable positive value at all, the value of the pound of practice which follows would seem almost to transcend calculation.



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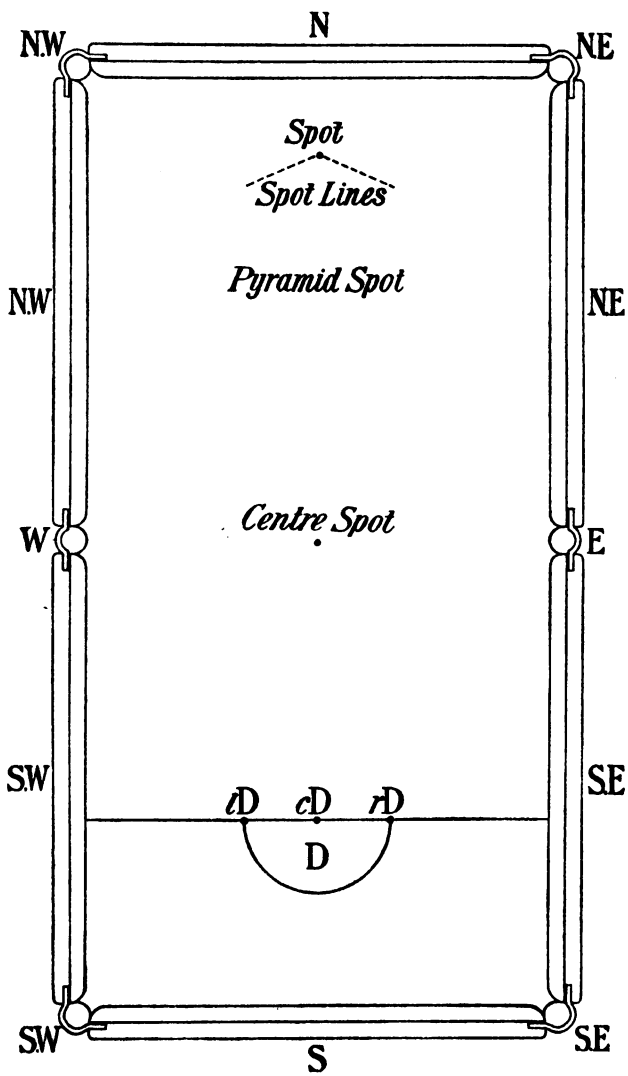
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PRELIMINARY REMARKS

A PERSON standing at the baulk end of the table is supposed to be facing north. The pocket nearest his right hand is accordingly described as the 's E pocket,' or, more briefly, 's E.' The distant cushion on his left is termed 'the n w cushion,' all the other pockets and cushions being similarly named.

The billiard spot, called simply 'the spot,' is $12\frac{3}{4}$ inches from the face of n cushion.

The semi-circle in baulk is termed the 'D.' The centre of its chord is called $c D$, its right and left extremities being known as $r D$ and $l D$ respectively. The distance between $r D$ and $l D$ should be twenty-three inches.

Continuations of imaginary lines drawn through the spot from the n E and n w pockets are called the 'spot-lines.'

The red ball is called R, and marked black in

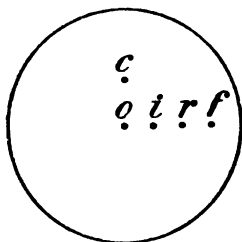
the diagrams. The spot-white ball is *s*, a plain circle with a dot in the centre. The plain ball, uniformly used for the player's ball, is called *p*, and represented by a plain circle.

When the distance of a ball from a *spot* or a *line* is to be measured, the measurement is taken from the centre of the spot, or the nearest point of the line, to the point of contact between the ball and the table. But when measurement is *from ball to ball* or *ball to cushion*, it is taken from the nearest point on the surface of the ball to the face of the cushion, or to the nearest point on the surface of the other ball. This is to avoid the absurdity of describing two balls in contact as being $2\frac{1}{16}$ inches apart, or a ball touching a cushion as being about an inch from the cushion. Measurements are most accurately made with a wooden yard measure placed edgewise on the table. It should be not less than $1\frac{1}{2}$ inch broad.

DIVISION OF THE PLAYER'S BALL

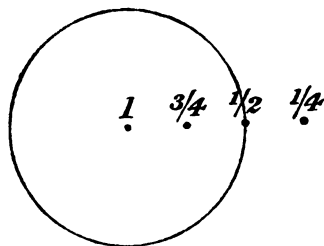
The circle represents the player's ball as it would appear from the level of the table. When the centre of the tip of his cue is aimed at the

point *o*, he is said to be striking his ball in the centre. When he aims at the point *i*, which is one-quarter of the way from the centre to the right-hand edge, he puts on a small amount of right-hand side. This amount of side will be called 'right-hand incline,' or simply '*r* incline.' When he aims at *r*, half-way between the centre and the edge, he puts on an amount of right-hand side which will be called '*r* side.' When *f* is



aimed at, the side put on will be called 'full *r* side,' or 'strong *r* side.' The same divisions to the left of *o* will result in '*l* incline,' '*l* side,' and 'full *l* side.' When the ball is struck at *c*, which is a point $\frac{7}{16}$ of a ball's diameter from the table, it is said to be struck at 'cushion-height,' because this is, or should be, the height of a point on a cushion at which a ball comes in contact with it. The importance of this point will be realised in Chapter I.

DIVISION OF THE OBJECT-BALL



If aim be taken through the centre of an imaginary ball placed a foot below the diagram, *immediately under the point marked $\frac{1}{2}$* , so that the centre of the cue-tip points exactly at the ' $\frac{1}{2}$,' the player is said to be aiming a half-ball to the right of the object-ball.

Note (1) that the point of contact will be at the spot marked $\frac{3}{4}$. (2) That if the imaginary ball be placed immediately under the *centre* of the object-ball, and aim still be taken at the point marked ' $\frac{1}{2}$,' the object-ball will *not* be struck an accurate half-ball, but slightly fuller, because the point $\frac{1}{2}$ will be out of sight. The point of contact will be to the left of $\frac{3}{4}$, *even if the player aims a true half-ball, i.e.* at the extreme visible edge.

If the aim be at the spot marked $\frac{3}{4}$, situated midway between 1 and $\frac{1}{2}$, the stroke is termed a three-quarter-ball stroke. It is in reality a shade finer, unless the imaginary ball be shifted a little to the left, so as to be immediately under the point $\frac{3}{4}$. The point of contact is of course about midway between 1 and $\frac{3}{4}$.

If the left-hand edge of the imaginary ball be directed to the point marked $\frac{3}{4}$, the cue pointing to $\frac{1}{4}$, the stroke is termed a quarter-ball stroke. It is actually rather fuller, as explained in considering the half-ball stroke. The point of contact is between $\frac{3}{4}$ and $\frac{1}{2}$.

Similarly a stroke aimed midway between 1 and $\frac{3}{4}$ may be termed a seven-eighth ball stroke. It will be found illustrated in the chapter on kiss cannons.

MEASUREMENT OF STRENGTH

'Bennett on Billiards' measures strength by the distance travelled by the object-ball, when hit a half-ball on a moderately fast table. The same excellent plan will be followed here, with the exception that Bennett's 'No. 2' strength will be

called 'No. 3,' his 'No. 3' 'No. 4,' and so on up to his 'No. 5,' which will be called 'No. 6.' [The Bennett 'No. 6' will be omitted, as not being a measurement of strength alone, but of strength combined with imperfect rotation. Moreover, it is not a true half-ball stroke.]

The reason for the other alterations is the great discrepancy in the distances resulting from Bennett's 'No. 1' and 'No. 2.' The unit of strength, therefore, will be the amount which is sufficient to cause the object-ball, when struck a half-ball, to travel one *half* the length of the table. This will be called No. 1 strength. When No. 2 is used the ball will travel the length of the table, and so on up to No. 6, when it will travel three lengths of the table. My No. 1 strength, in fact, is a little harder than the Bennett No. 1, while my other degrees of strength are less hard. Intermediate degrees of strength are expressed by the usual adjectives, *e.g.* a 'free No. 1,' or a 'gentle No. 2.'

SIDE AND SCREW

PART I

AN OUNCE OF THEORY

CHAPTER I

ROTATION

WHEN a ball is struck by the cue, either centrally, or directly above or below the centre, it travels in a straight line until it meets with some obstacle, such as a cushion or another ball. Immediately before coming to rest it has a forward rotation exactly corresponding to the pace of the ball. Mr. Hemming terms this 'corresponding rotation,' or, more simply, 'perfect rolling.' A perfectly rolling ball is less affected by friction with the table than a ball in any other condition of rotation.

To *start* a ball with perfect rolling it is necessary to strike it with a horizontally held cue at a point exactly seven-tenths of a ball's

diameter above the table. But every ball, however struck, ultimately attains perfect rolling ; and, when once it reaches that condition, it continues in it to the end, even if it subsequently strike a cushion. This point on the surface of the ball is said to be *cushion-height* above the surface of the table.

A ball struck horizontally at a height greater than cushion-height starts with an accelerated forward rotation, known as 'follow.' This at first tends to increase the natural pace of the ball ; but afterwards, owing to friction with the cloth, it gradually wears itself out until it becomes corresponding rotation. A ball struck above the centre, but lower than cushion-height, starts with an amount of forward rotation in defect of perfect rolling. The increased friction resulting diminishes the pace of the ball till perfect rolling is attained.

A ball struck horizontally in the centre starts as a sliding ball, with practically no rotation for the first inch or so ; after which the still greater friction diminishes the pace as before, until corresponding rotation gradually asserts itself.

A ball struck below the centre with a

horizontal cue, or even above the centre with a cue pointing downwards, starts on its course with a reversed rotation or 'drag.' At the moment when this wears itself out the ball absolutely slides without any rotation at all or an infinitesimal distance, after which a gradually increasing forward rotation finally results as usual, in perfect rolling. The moment of change from drag to sliding may be clearly seen when the drag stroke is played. A ball struck above the centre with a nearly perpendicular cue may be made to travel in a reversed direction. As this reversal of direction is caused by the backward rotation put on by the cue, it is clear that a ball so started must have some forward rotation in its reversed direction.

The case of a rotating ball striking a cushion perpendicularly without 'side' may be considered next. If the rotation be 'corresponding,' the cushion (if of the correct height) will at once *reverse* it so accurately that the ball, on rebounding, will still be in the condition of perfect rolling. If, on the other hand, 'follow' be put on the ball, the cushion is incapable of neutralising it all. The ball therefore rebounds from the cushion

with some of its original rotation towards the cushion still remaining. In other words, it returns with either what amounts to 'drag' in its changed direction, or with some forward rotation less than that of perfect rolling, or momentarily in the intermediate condition of a 'dead' (*i.e.* perfectly sliding) ball. As any of these states must, through friction, tend to diminish the pace of the ball, it becomes clear why a ball struck as hard and as high as possible, straight up the table from the centre of the D, will not travel so far as a ball struck about the centre. The same consideration explains also that apparently miraculous course of the striking-ball when a ball near one of the top pockets is sent in hard by means of a following stroke from baulk. If the impact be about a three-quarter ball or nearly full, the player's ball, after potting the other and striking the top cushion, will, on rebounding from that cushion, return to it (with a variety of curves according to the angle of impact) and finally remain near it. Now there is nothing magical in the influence of the ball sent into the pocket; the disappearance of that ball in no way affects the path of the striking-ball.

The explanation, therefore, may be stated as follows. The shock of impact with the second ball robs the striking-ball of a very large proportion of its velocity, while not appreciably diminishing its forward rotation. The result is that a comparatively slowly moving ball, with an enormously excessive amount of forward spin on it, impinges nearly directly on the cushion. The cushion returns it slowly, removing at the same time only a small proportion of the excessive spin, the remainder continuing as 'follow' in the old direction, that is as 'drag' so far as the new path of the ball is concerned; and this drag is powerful enough to take the ball back to the cushion again, possibly even in the form of 'follow,' so that the process may be repeated. It follows that in order to make the striking-ball return some way off the cushion, *e.g.* into baulk, it is necessary to strike it in the centre or even below it.

Conversely, a ball played with 'drag,' on reaching a cushion has its 'drag' converted into 'follow.' The fact is taken advantage of practically in kiss-cannons, where the object-ball in contact with a cushion is struck, more or less

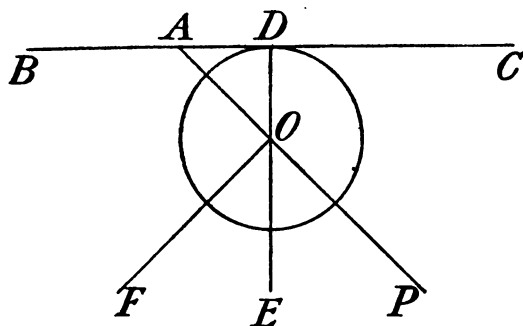
directly, by the player's ball, which will come off the other more freely if not struck above the centre. The experiment may be made as follows. Place the red ball on the baulk-line, in contact with the s w cushion. So situated it practically forms a rather low cushion consisting of a mixture of rubber and ivory (or bonzoline as the case may be). Now place your own ball in the left-hand corner of the D, and, hitting well above the centre, strike the red ball full with sufficient strength to cause your own ball to rebound and remain near the centre spot of the D. Then replace the balls and strike again at the same pace, so far as you can judge, but a little below the centre. The effect will be that your ball will travel about twice as far and reach the s E cushion. This is evidently caused by some of the 'drag' being unconverted, and remaining therefore as 'follow' in the reversed direction.

CHAPTER II

ANGLES

A. **Cushion Angles.**—There is a popular fallacy to the effect that when a ball, played without ‘side,’ impinges on a cushion, ‘the angle of reflection is exactly equal to the angle of incidence.’

FIG. 1



dence.’ As a matter of fact this is very rarely the case, the divergence of the ball from its predicted path depending on its own rotation and pace, and on the nature of the angle of incidence.

In the first place let a ball resting on the point P be aimed at a point A on the face of the cushion BC , so that the angle PAC is 45° . The ball will evidently not strike the cushion at A , but nearer D , the distance DA being equal to the radius of the ball (DO). Then, if DOE be drawn through O perpendicular to BC , the angle EOP will be the angle of inclination as regards the centre of the ball.

[Note that the point of contact with the cushion is not really quite in the line DOE , because, owing to the cushion being higher than the centre of the ball, the latter will travel a little beyond O towards A . Moreover, the point of impact, being above the centre of the ball, will be nearer to the vertical diameter of the ball than if it were at the same level as its centre. Each of these facts tends to bring the point of contact a little nearer to A . This, however, is immaterial, as only the centre of the ball need be considered. Nor is the exact position of O material, as long as it is in the line PA . Practically, therefore, the ball may be considered as a minute particle O rebounding from an imaginary cushion parallel to BC .]

The ideal course, then, for the centre of the ball

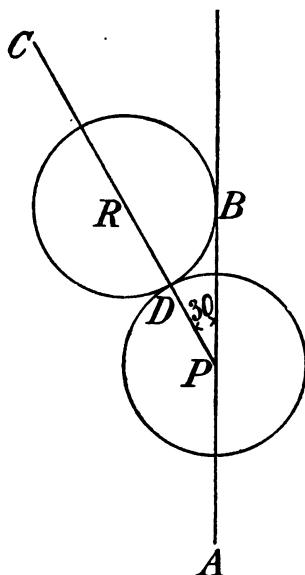
will be POF , the angle EOF being the angle of reflection equal to EOP the angle of incidence, each of these angles being 45° . This, however, is not found to be the usual case in practice. Mr. Hemming states that the line OF fairly represents the path of the ball if struck with No. 3 strength and perfect rolling, provided that the angle EOP is not very large. He finds that the angle of reflection is abnormally *increased* by (i) increase in the angle of incidence at a strength below No. 3, and (ii) 'follow' on the ball: while the angle of reflection is *diminished* by (i) high velocity at a small angle of incidence, and (ii) defective rotation, or drag.

[Throughout this statement the curve resulting from impact with the cushion has been neglected, the main point being the path of the ball after the curve has resolved itself into a straight line. The *left-hand side* acquired by the ball after striking the cushion is also not considered at this stage.]

B. Ball Angles.—I. OBJECT-BALL ANGLES.—
The angle of a half-ball winning hazard is invariably assumed to be exactly 30° , irrespective

of the pace, rotation, &c. of the striking-ball.
This angle is obtained as follows :

FIG. 2



Let P be the centre of the striking-ball propelled from A towards the point B, the extreme visible right-hand edge of the object-ball R. Then R will travel approximately along the path RC, the prolongation of the line joining the centres of the two balls, known to mathematicians as the common normal. This common normal makes

an angle CPB with the line APB which is undoubtedly an angle of exactly 30° . But the question is whether the object-ball does travel precisely in this common normal. There are probably three causes which tend to make it diverge from this path—viz. (a) transmitted side, (b) side on the striking-ball, and (c) frictional ‘pull.’

(a) *Transmitted side*.—An object-ball struck to the right of its centre by a ball played without side starts with a small amount of right-hand side on it, called ‘transmitted side.’ This transmitted side varies with the angle at which the ball is struck; for example, a ball struck very ‘fine’ starts with a greater amount of transmitted side than a ball struck nearly full. Now all side, whether original or transmitted, results in a curved path before the ball comes to rest, the direction of the curl depending on the direction in which the nap of the cloth lies. This point will be fully considered in the chapter on ‘Side’; for the present it may be stated roughly that a ball with *r* side on it curves to the right if the ball be travelling *with* the nap, and to the left if it be travelling *against* it. Assuming, therefore,

that the nap of the cloth lies along the line PC , the object-ball, as the result of transmitted side, will curve a little to the right of the point C . I am unable to say whether transmitted side varies directly or inversely with the pace of the ball. If it is increased by pace, it may certainly be neglected in practice, as its effect can only be visible in very gentle strokes, or after impact on a cushion.

(b) *Side on the striking-ball.*—When one billiard ball strikes another, the place of contact is not a point, but a slight temporary dent made in each ball. This temporary dent acts as a frictional surface, varying in size according to the force of the impact. If we imagine this frictional surface at the point D , it is easy to understand that right-hand side on the striking-ball, acting on this frictional surface, tends to cause the object-ball to rotate to the left. In other words, it will neutralise either partially or entirely the transmitted *r* side described under (a). It may even overcome the natural transmitted side with something to spare, so that the object-ball will acquire some *left-hand* transmitted side instead of the natural right-hand side.

If, on the other hand, the striking-ball be propelled with *left-hand* side, the friction at D will set up on the object-ball a spin to the right, that is, a spin in *the same direction* as the natural transmitted side, which will therefore become increased. The result will be that the tendency of the object-ball to travel to the right of the common normal will be encouraged. It is probable that the increase (or reversal) of transmitted side here discussed will be most apparent when the stroke is a very gentle one.

(c) *Frictional pull*.—A well-known stroke will explain what is intended by this expression (see fig. 3).

Place a ball at P, about a foot from S, so that the three balls are in a straight line, pointing quite appreciably to the left of NE pocket. Play a gentle half-ball to the left of S. S will naturally travel to the right, and, in so doing, will 'pull' R with it to the right of the common normal, so that R will go into the pocket or even to the right of it. I am inclined to believe that *r* side on P, by increasing the transmitted *l* side on S, as explained under (b), will slightly increase the angle of R's divergence; while *l* side on P, by neutralising

or reversing the *l* side on *s*, will keep *R* nearer to its normal path. At any rate in practical play *l* side should not be used, as the balls would be likely to remain covered after *R* is placed on the spot.

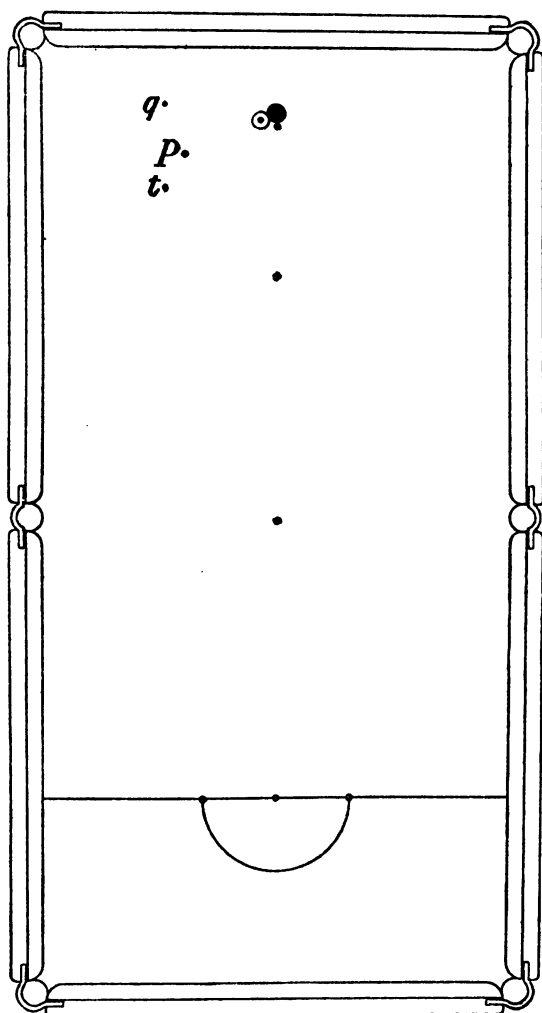
If *r* side be used, *s* should be left within three or four inches of the spot, while *P* will travel right up to the *N E* cushion and come to rest at a distance of about fifteen inches from *N* cushion, leaving an easy cannon and break.

If *P* be placed above the other balls, as at *q* (8 *N*, 22 *w*), in order to pot the red, it is merely necessary to aim dead full at *s*, with sufficient strength to carry *P* beyond the spot. *s* will travel about a foot.

If *P* be placed below the other balls, *e.g.* at *t* (21 *N*, 22 *w*), *s* must be hit fine on the left (perhaps with *r* side as above). The stroke appears more certain if played quite gently, but *s* will probably remain on the spot.

Applying now this stroke to the consideration of the ordinary half-ball stroke, it would not seem incredible that, owing to the friction at *D*, the ball *R* should be 'pulled' slightly to the right of its normal path towards *c*, though the 'pull' will be

FIG. 3



R, 9 N, in centre line: S, $9\frac{1}{4}$ N, in contact with R.

very much less than in the case just considered, as there is no intermediate ball to assist in the operation.

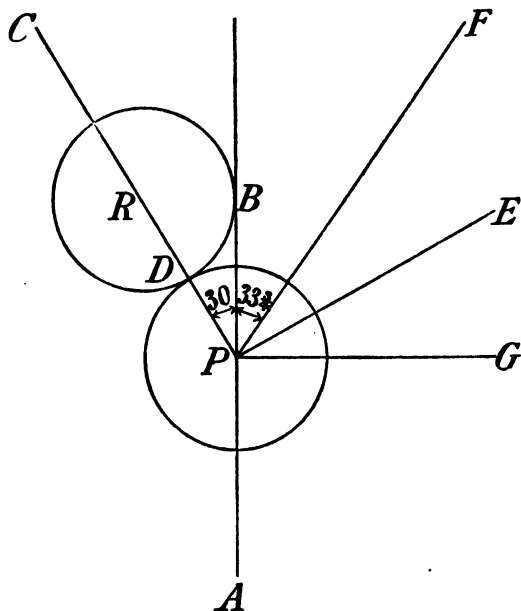
On the whole, then, it would seem that there are three distinct forces, each of which may tend to take *R* to the right of *c*—viz. (i) ordinary transmitted side, (ii) increased transmitted side due to *l* side on *P*, and (iii) frictional pull. Each of these no doubt is very minute in itself, but when all are working together it seems more than likely that their combined effect may be actually visible in the case of a delicately played stroke.

II. STRIKING-BALL ANGLES.—The angle at which a ball, after striking another ball, will diverge from its original direction depends on four things—viz. (1) the elasticity of the balls, (2) the angle at which the object-ball is struck, (3) the rotation of the striking-ball, (4) the pace of the striking-ball. For the present I will assume : (1) ivory balls, (2) the half-ball angle, (3) perfect rolling (without side), (4) No. 1 strength, or a little less.

In this case (fig. 4), where *P* is the centre of the striking-ball, aimed from *A* at the point *B* (the extreme visible edge of the object-ball *R*), the point

P will ultimately travel nearly in the straight line P F, the angle B P F being a little larger than the angle B P C, which, as stated before, is exactly 30° . A very high authority on the game states that the

FIG. 4



angle B P F is 'about 45° '; but these are rather bold figures. Mr. Hemming puts it at $33^\circ 40'$, or, as nearly as possible, $33\frac{1}{4}^\circ$, the latter being the maximum possible divergence obtained by aiming a degree or two to the *left* of B.

The point P , then, may be said to travel ultimately nearly along the line PF , the angle BPF being practically $33\frac{1}{4}^\circ$. The words 'ultimately' and 'nearly' are used because the ball, after impact, will start in a curve, the *initial* motion of the point p being almost straight towards E —that is, almost at right angles to the common normal. This curve varies in size from less than an inch to several feet, according to the pace of the ball; but as soon as it wears itself out, the point P will travel in a straight line parallel to PF , and at a distance from PF varying with the pace of the ball; and this straight line will be the tangent to the parabola described after impact.¹

The angle of divergence, therefore, can, for practical purposes, be considerably enlarged by pace. It can be slightly diminished by 'follow';

¹ Note that, though BPF is the true half-ball angle, the point P never really passes over F , but travels in a direction parallel to PF , the distance of its path from PF varying with the pace. In fact, strictly speaking, the angle should not be measured from the point P at all, but from an imaginary point p on the line PA . If then pf be the tangent to the curve described by the ball, the true half-ball angle is Bpf . The position of the points p and f will vary according to the pace of the ball, but pf will always be parallel to PF , and the angle Bpf always equal to the angle BPF . In other words, the *pace of the ball has no effect on its ultimate divergence*, which remains constant at $33\frac{1}{4}^\circ$.

'slightly' only, because no very large amount of follow can be put on a gently played ball. The angle can also be very greatly enlarged by the use of a rotation short of 'corresponding.' For instance, what is known as a 'dead' ball, *i.e.* a ball sliding without any rotation, will diverge, according to Mr. Hemming, at an angle of $53\frac{1}{2}^{\circ}$ from its original direction, passing, in fact, very close to E; while a ball played with much reversed rotation, or 'drag,' may be made to 'describe a parabola with its axis towards the striker,' and ultimately travel almost along the line P G at right angles to P B. Hence the axiom that 'a half-ball screw is a right angle, and cannot exceed it': the latter part of which is strictly true.

The effect, if any, of 'side' on the striking-ball, in increasing or diminishing the angle of its divergence, is reserved for discussion in the chapter on 'Side.' With regard to (1) it may be useful to note that bonzoline balls are more elastic than ivory, and consequently diverge at a wider angle.

Similar rules apply to angles other than the half-ball; but half-ball strokes are the most important in practical play, and also by far the easiest, so far as cannons and losing hazards are

concerned ; the reason being not only that the edge of the object-ball gives something definite to aim at, but that, at this angle, a very considerable inaccuracy in aim has practically no effect on the divergent path of the striking-ball. This explains why a No. 1 losing hazard or cannon, if the balls are carefully placed for the half-ball angle, can hardly be missed by an ordinary player. It explains, in fact, why billiards is a possible game at all for the average amateur.

The other most useful angles to know by sight are, besides the half-ball winning hazard (30°), the three-quarter-ball and quarter-ball No. 1 losing hazards, the gentle half-ball and quarter-ball screws, and the No. 4 half-ball screw. All these will be found illustrated in the practical part of this book.

The three-quarter-ball winning-hazard angle is $14\frac{1}{2}^\circ$, the quarter-ball being about $48\frac{3}{4}^\circ$. Mr. Hemming points out the useful fact that when a ball is struck fuller than a three-quarter ball, the angular divergence of the striking-ball is always practically double that of the object-ball: assuming, of course, No. 1 strength and perfect rolling.

CHAPTER III

VELOCITIES

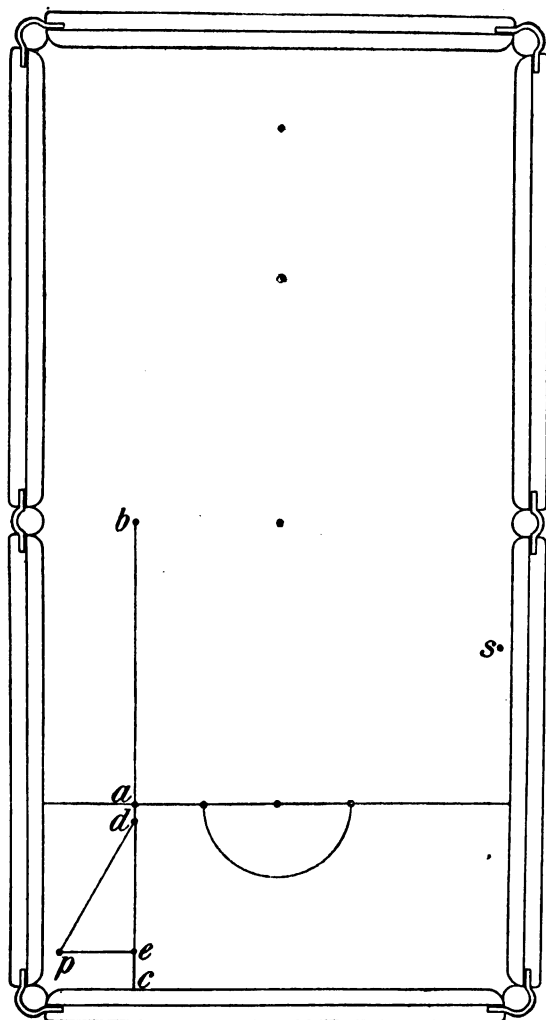
A. **Full-ball Velocities.**—When an ivory ball, travelling with corresponding rotation, strikes an object-ball centrally, it loses, at first, about $\frac{1}{4}$ of the velocity with which it was travelling just before the moment of impact. The whole of the lost velocity is imparted to the object-ball, which accordingly begins to travel about thirteen times as fast as the striking-ball. It is well known, of course, that it does not travel thirteen times as *far* ; and as the relative distances travelled by the two balls, and not their relative velocities, are the important thing to consider in practical play, I have made some experiments to determine the former point as accurately as possible in the case of gentle strokes. The limitation to gentle strokes is necessary, because contact with a cushion would alter the results arrived at.

I found, then, that when the object-ball

travelled a comparatively long distance (from about four feet up to ten feet) the ratio was fairly constant at 5 to 1. For instance, if the object-ball travelled 100 inches, the striking-ball would travel 20 inches, measured, of course, from the position of its centre at the moment of impact. For very short distances the ratio seemed to be about 6 to 1; *e.g.* when the object-ball travelled six inches, the striking-ball would not travel more than an inch. This was not surprising, as a very slowly moving ball would naturally be brought to rest very suddenly by any little extra roughness in the cloth. But what was surprising was that when the object-ball travelled about two feet (more or less) the ratio obtained seemed to be as high as 7 to 1. I cannot say whether there is any possible explanation of this anomaly other than inequalities in the cloth, or error in putting on the correct rotation. To abolish the first-mentioned cause of error a new cloth is necessary; a much-used cloth soon gets faster in the more frequented parts of the table, such as the top end and the D.

B. Half-ball Velocities.—To determine the relative distances travelled by two balls, after impact

FIG. 5



at the half-ball angle, it is first necessary to mark out on the table an angle of 30° . This may be easily done in the following manner. Select a spot (*a*) (fig. 5) on the baulk-line a little to the left of the *D*, say 21 inches from the exact centre spot of the *D*. Mark also a point *b*, 21 inches from the centre spot of the table, and in a line towards the left-hand middle pocket; and produce *ba* to meet the bottom cushion at *c*. On *ac* mark very accurately a spot *d*, exactly $2\frac{1}{8}$ inches from *a*, if this be the diameter of the balls used. Now take a tape yard-measure, and, fixing the end marked 0 at *d*, hold the tape in the left hand at the figure 24 and shift it about (more or less towards the *s w* pocket) until when the end marked 36 is held on the line *dc*, the shorter portion of the tape, when stretched, appears to be parallel to the *s* cushion. Mark the spots on the table under the figures 24 and 36 by the points *p* and *e*. Test these points to see that they are equidistant from the *s* cushion, and, if not, shift the point *p*, keeping it always 24 inches from *d*, until *pe* is both parallel to the cushion and 12 inches in length. Then the angle *pde* is 30° .

Now place the red ball on a , testing its position by looking along the baulk-line and along the line cb ; and placing another ball on p , aim accurately at d (never mind the edge of the object-ball); if your ball passes exactly over d , it will hit the red a true half-ball. Be careful to hit your ball at 'cushion-height,' and strike with various degrees of gentle strength, but not so hard as to make your own ball strike the cushion. Whenever the stroke leaves the red ball fairly on the line ab , measure the distance travelled by each ball, the distance of the red ball being of course measured from a , and of the striker's ball from d .

Some experiments made in this way seemed to show that the red ball travels *only a very little further* than the striker's ball. Such ratios, for instance, as 35 to 31 and 30 to 27 were obtained. Now this may at first seem rather curious in view of Mr. Hemming's calculations, from which it may be proved that, whereas the red ball starts with more than $\frac{4}{5}$ of the original velocity of the striking-ball, the latter loses almost half its velocity. In other words, the relative paces of the two balls immediately after impact are as 8 to 5. How,

then, is the similarity of the distances travelled to be accounted for?

The explanation is simple. *The red ball does not start with perfect rolling.* Being struck, not at cushion-height, but on a level with its centre, it starts, at first, as a 'dead' ball. This implies considerable friction with the cloth, gradually lessening till perfect rolling with the minimum of friction is attained. The striking-ball, on the other hand, retains after impact its original pace of rotation. Immediately after impact its velocity, as stated above, is reduced by one half, and it starts, therefore, from the point of contact with a rotation considerably in excess of its pace, that is as a ball with 'follow' on it, and accordingly travels much further than the red, in proportion to their relative velocities immediately after impact.

Now from Mr. Hemming's equations concerning the velocities of two balls 'after table friction has completed its work' (that is, when each ball has just attained perfect rolling), it may be deduced that, at an angle of 30° , the velocity of the red ball is $\cdot 62v$, and that of the striking-ball $\cdot 56v$, v being the original velocity of the

striking-ball immediately before impact. The ratio, therefore, is 62 to 56, a result practically the same as the 30 to 27 obtained by experiment. But as it is not likely that the two balls travel nearly equal distances before attaining perfect rolling, this happy result can be nothing more than a coincidence.

The preceding diagram affords an opportunity for explaining the essential difference between 'long-legged' and 'short-legged' cannons. Place the spot-white ball at s , so that pas is exactly a gentle half-ball cannon if played from p . This is a 'short-legged' cannon, so called because the limb pa is shorter than the limb sa . The cannon from s is a 'long-legged' cannon, but is *not exactly a half-ball stroke*. A little consideration will make this clear. If we regard the centres of the two white balls as points, the course of the plain ball from p will be pds , which is the true half-ball angle ($180^\circ - 33\frac{3}{4}^\circ$). But if the cannon be played from s the course of the spot-white ball will be not sdp but sqp , q being the position of its centre at the moment of impact at a half-ball angle to the left of the ball on a . Now the angle sqp will be clearly

smaller than the angle sdp (the true half-ball angle); the spot-white ball accordingly will not cannon full on to the plain ball, but will hit it on the side towards e . By placing p nearer d the difference can be made more apparent.

CHAPTER IV

SIDE

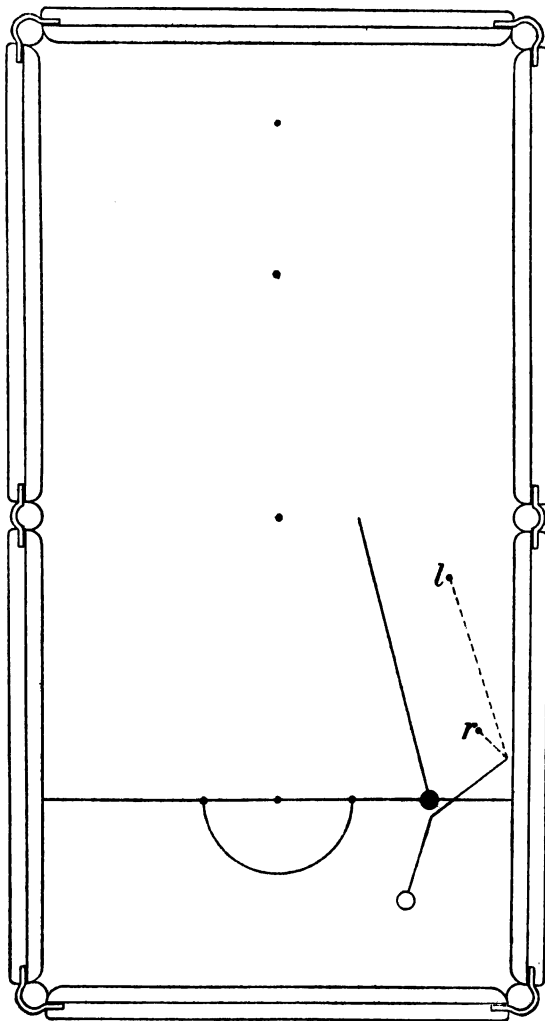
THERE are ten different reasons for which players use side. These will be discussed in order.

A. **Effect on Cushion Angles.**—The most obvious effect of side is the alteration which it produces in the angle of reflection from a cushion. This effect is most marked when the cushion is played at directly (at an angle of 0°), when a variation of 25° or so is easily produced. At oblique angles the effect of side ‘away from’ the cushion is to increase the angle of reflection, so that the ball travels closer to the cushion. When side ‘towards’ the cushion is put on, the angle of reflection is generally diminished; but when the angle of incidence is about 45° , the angle of reflection seems to be almost unaltered by ‘cushion-side’—at any rate, in the case of gentle strokes. The reason for this may be that the cushion-side is more or less neutralised by the side in the

opposite direction which is imparted to the ball by the cushion itself. For this reason 'cushion-side' should be avoided, when possible, in 'all-round' cannons. It is better, in fact, by means of a little 'incline' 'away from' the cushion, to assist the side put on by the cushion, than to complicate matters by putting on cushion-side and having it partially reversed. This is one reason why all-round cannons are generally played with a little incline away from the cushion; not so much for the sake of the incline in itself, but in order to avoid the possibility of accidentally putting on any cushion-side, which would cause the cannon to be very badly missed.

B. Effect of Side on Pace, after Impact on a Cushion.—Side away from a cushion increases the pace of a ball, cushion-side diminishes it. This is easily proved by the following experiment (see fig. 6). Place the red ball on the baulk-line, 11 inches from the S E cushion, and a white ball about a foot from S cushion and 15 inches from S E cushion. Play a gentle half-ball stroke on the right-hand side of the red with strong *r* side, striking very little above the centre, with sufficient strength to send the red ball up to the line

FIG. 6



between the middle pockets. The white ball will be found to stay within a foot of the baulk-line, and a few inches only from the *SE* cushion. Now play, at the same strength, with strong *l* side, and observe how the white ball shoots off the cushion to join the red, travelling off the cushion about four times as far as it did in the former case. If the stroke be played without side, the white ball will travel about twice as far as it did when *r* side was used.

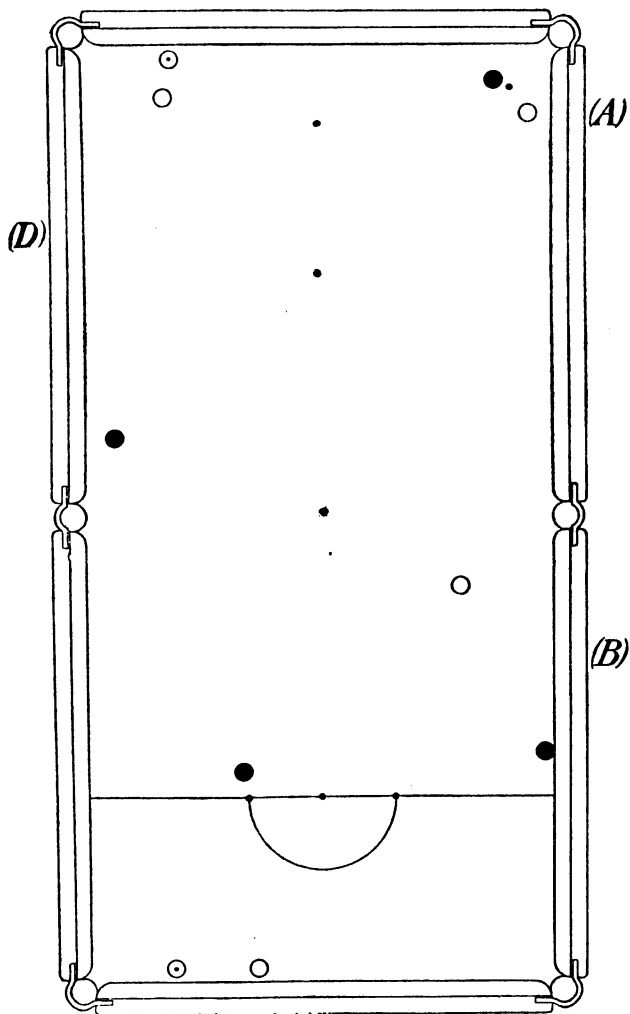
This, then, is another reason for playing all-round cannons with incline away from the cushion. The incline is converted into pace, so that less expenditure of force is required, and the object-ball is not compelled to travel so far.

The difference in effect between *r* and *l* sides, in the case of the stroke mentioned above, may be explained, in unscientific terms, by imagining that in the case of *r* side the ball is compelled to make some attempt to travel in a south-westerly direction after contact with the cushion. The attempt is a failure, but detracts from the pace of the ball, whereas in the case of *l* side the ball obviously receives an impulse nearly in the direction of its natural path towards the *NW*.

C. Side to 'Enlarge' the Pocket.—In all losing hazards in which the path of the player's ball, after impact, is not directly towards an 'open' pocket, the rule is to put on side towards the nearer angle of the pocket. The distances to the two angles of the pocket must be measured *not* from the object-ball (after the careless habit of some players), but from the base of the striking-ball at the moment of impact. For instance, in the position marked (A) in fig. 7 the red ball is nearer the N cushion than it is to the NE cushion; nevertheless *l* side should not be put on, for the player's ball will be travelling from the dot exactly opposite the open pocket. It is considered better, in fact, to use *r* side in such a position, in order to 'help the screw'—whatever that may mean.

Position (B) is the well-known losing hazard made by striking the red ball full. The striker's ball being hit high, about No. 3 or 4 strength, with *l* side, cleaves to the cushion and runs along it into the pocket. Here it is to be noted that it is not the *side* that makes the ball run along the cushion; the follow on the ball does that, as may be gathered from a stroke mentioned in Chapter I.

FIG. 7



The side is put on merely to enlarge the pocket in case the ball should leave the cushion a little. If the stroke were a cannon instead of a losing hazard, no side would be used, or, if any, it would be right-hand side in this particular instance, for reasons which will appear later (see under § G).

Side to enlarge the pocket is utilised for long 'jennies' from baulk, and for the majority of short jennies. In the case of similar strokes played 'against the nap' (*e.g.* from the top end of the table), its use is attended with some danger (§ G).

Position (c) is a pretty stroke from 'Bennett on Billiards.' The white balls are supposed to be about an inch from the s cushion. The spot-white ball, being struck quite full, a free No. 1, rebounds off both shoulders of the pocket to join the red ball just outside baulk; while the player's ball, struck rather high with plenty of *l* side, goes into the pocket off the further shoulder.

One other rather pretty and very common stroke may be mentioned here. It is by no means difficult, though most amateurs for some reason seem to avoid it. [See diagram, position (D). R, 60 N, 3 W; S, 1 N, 12 W; P, 5 N, 11 W.] Play a

gentle stab to the right of *s*, a half-ball or finer, with plenty of *l* side. When the balls are so near to each other it is not necessary to strike much, if at all, below the centre. If *p* hits the further shoulder of the *NE* pocket the side will take it in, and it may go in even if it strikes the *N* cushion as much as a foot away from the pocket. In fact, very little accuracy is required, provided that the stroke be played gently and with sufficient *l* side. *s* should not travel beyond *R*. If the stroke were played with *r* side, *p* might not go in if it struck the further shoulder first, and certainly would not go in if its first contact were with the *N* cushion.

If *p* be placed nearer *s* the stroke becomes finer and easier. In fact, the finer it is the easier it becomes, as there is practically no angular divergence to calculate, and the edge of an object-ball so near to the eye is a great help to the aim. This also is a fact of which many amateurs fail to take due advantage. When the stroke is very fine *s* will, of course, scarcely be moved.

A stroke similar to the above, with a little screw and *r* side, may of course be played into the *NW* pocket; but it would not leave so well,

and, if the balls were further to the right, would necessitate the use of the long-butt.

D. **Massé Side.**—This consists of rotation about a horizontal axis lying in the direction in which the ball is travelling. It is caused by putting on side with a cue not held parallel to the surface of the table, but pointing more or less downward. The result is a curved path in the direction of the side put on, the curve being most marked when the butt end of the cue is very much raised. This curve is totally distinct from the curve caused by the nap of the cloth, which will be considered under section G. A little consideration will show that all strokes played with side are really, to a certain extent, played with this massé side or curl. In the case of all strokes played without the rest, a part of the cue appreciably thicker than its point has to be held above a cushion considerably higher than the centre of the ball, so that a partially downward blow becomes inevitable. This is especially the case when the player's ball lies 'under the cushion'; the curve then, when side is used, is so noticeable that it must always be allowed for. Even when the rest is used the thickness of the player's thumb must be added to

half the diameter of the thickest part of the cue, so that the avoidance of a partially downward blow again becomes difficult, whatever the height of the rest. But, in addition to this, the ordinary rest is made so unnecessarily high that it becomes necessary to raise the butt end of the cue several inches above the table, in order to hit any part of the ball not much above its centre. Probably the original inventor of the rest calculated that its handle would be held immediately below the butt end of the cue, and so compel this raising of the butt end: accordingly he elevated his rest to match, so that the ball could at any rate be hit before the cloth. But the modern player holds the end of the rest to the left of his cue, and could well afford, therefore, to use a lower rest. Roberts cautions his pupils against using the higher part of the cross-shaped rest: it should, in fact, never be used except with the deliberate intention of increasing the *massé* curl, or as a mild substitute for the 'spider' rest.

Now as to the nature and uses of this *massé* curve. In the first place, it is not the segment of a circle, but approximately a parabola, gradually merging into a straight line, the ultimate path

of the ball being the tangent to the curve at the point where it ceases.

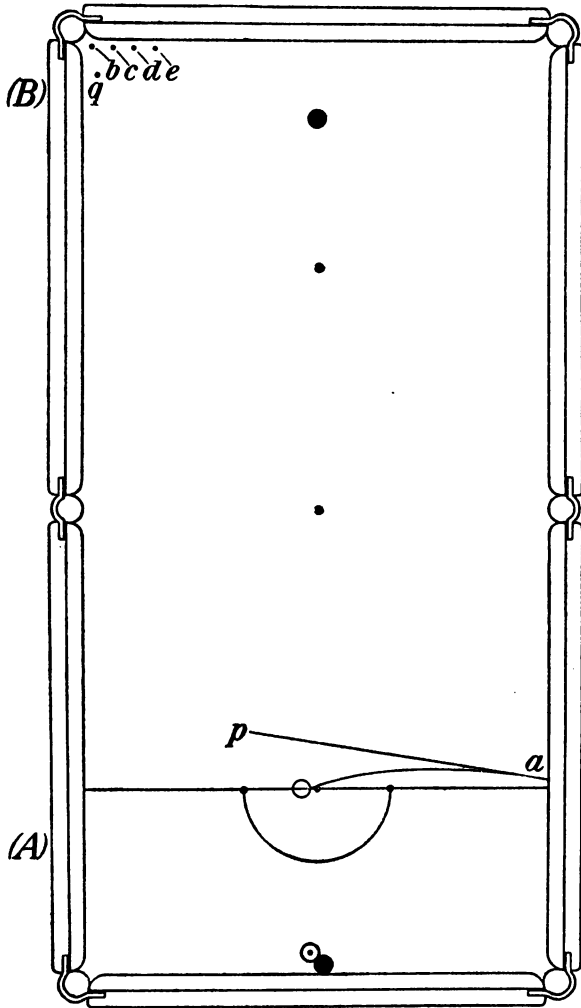
The most obvious use of an exaggerated massé side is for the purpose of making a ball curl round an obstacle, such as an intervening ball or the angle of a pocket; in the latter case the player is said to be 'angled.' Two other cases are illustrated in fig. 8. When the player's ball, 'in hand,' is played with ordinary strong *r* side at the point *a* on the *s e* cushion just outside baulk, it is not possible to make it rebound to any point on the *s* cushion more than a few inches from the *s w* pocket. But if strong massé side be used, the cannon can be made as in the diagram (position A); for the ball may be considered as practically starting in the straight line *pa*, which evidently gives a very considerable increase in the angle of incidence, and consequently of reflection.

In position B the point *b* is the natural situation of the player's ball for a half-ball No. 1 losing hazard off the red (without side) into the *n e* pocket. From *c* the stroke may be played with ordinary *l* side, in which case the curve is so slight as to be hardly noticed; but if the ball be

at *d* or *e*, *massé* side must be used intentionally, with due allowance for the curve, the cue being aimed at the centre of the red ball or at its *right-hand* edge, or even altogether outside it, according to the amount of curve put on. The stroke may be made quite gently even if the player's ball be as much as twenty inches from the N W pocket. When the player's ball is a little to the right of *b*, as for instance at *q*, the stroke may be made with ordinary *r* side; but the position is not nearly so favourable, as the *r* side tends to keep the ball out of the pocket unless it goes in clean. For this reason a losing hazard from any point below *q* should not be attempted, or, if attempted, should be played as a quarter-ball stroke with *l* side, if any, to enlarge the pocket. In all the half-ball strokes described above, the ball may be considered as practically coming from *b*, which lies in the tangent to the curve described by the ball before impact.

Massé side is frequently of use for gentle cannons when all the balls are close together, and it is desired to cannon on to the outside edge of the third ball, without disturbing the second ball by the use of screw. An instance will be found under the heading 'Top of the Table Play.'

FIG. 8



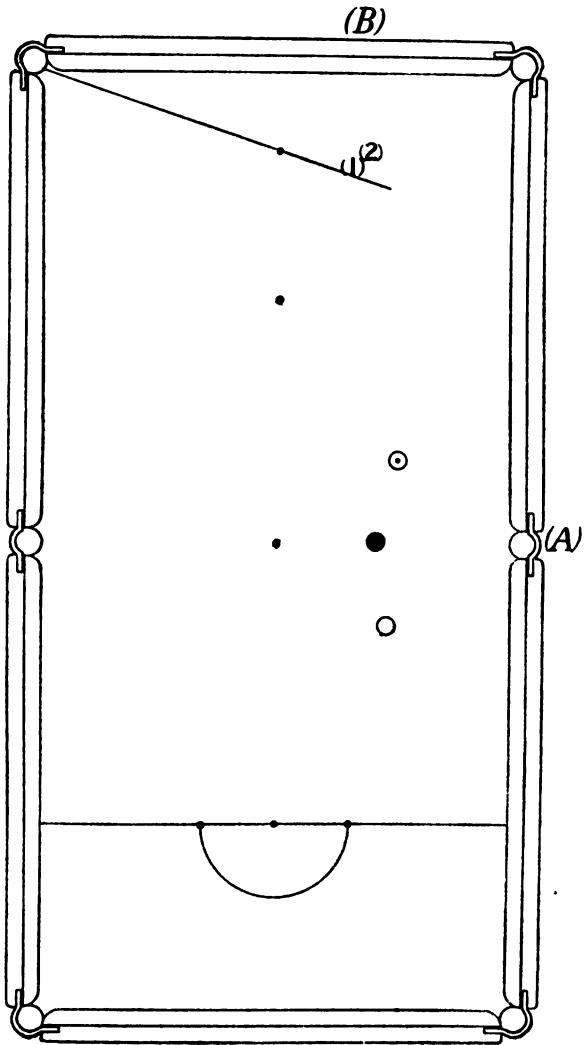
All strokes played with an exaggerated *massé* side must be played considerably harder than usual, since a large portion of the force of the stroke acts in a vertical direction only, and the ball starts with a forward motion by no means proportional to the force of the blow. In position B, for example, the hazard from *d* or *e* may be played at quite No. 2 strength without sending the red ball beyond its ordinary position over the middle pocket.

E. Side to Alter the Angle of Divergence of Ball from Ball.—This use of side is, strictly speaking, non-existent. Side on the striker's ball has no appreciable effect on its angle of divergence from the object-ball. Roberts, in Chapter IV. of 'The Game of Billiards,' plainly shows that he is aware of this fact, which is probably unknown to the majority of amateurs. Why, then, is side put on by all classes of players alike, and apparently with this object? The answer may be found in the last section (D). Practical side is almost invariably a mixture of pure side with *massé* side, which latter, by inducing the striker's ball to travel in a curve, causes it to approach the object-ball from a changed direction. The ball comes off at its

accustomed angle, but as its original path is altered by the side, its path after impact is likewise altered (*vide* position B in the last section). *Pure* side alone—that is, rotation about an absolutely vertical axis, free from any admixture of screw or *massé* curl—would have no appreciable effect on the angle of divergence. But, for reasons stated above, pure side is practically never used. When playing ‘against the nap’ (*vide* G) it is worse than useless to attempt to enlarge the angle of divergence in a *gentle* stroke by means of side. The curl in the opposite direction produced by the nap will more than neutralise the effect of the side, unless the latter be of a very pronounced *massé* type.

F. Side to Increase the Pace of Ball from Ball.—
This may or may not be fanciful. In the case of screw-strokes side away from the object-ball (*i.e.* in the direction of the proposed screw) is commonly put on ‘to help the screw,’ as the saying is. In a series of very delicate ‘nursery’ cannons at about a quarter-ball angle, when the object-ball and the third ball are in contact or nearly so, a little ‘incline’ away from the two balls causes the striker’s ball to shoot off them better, leaving the same stroke

FIG. 9



at the next turn, the other two balls remaining in contact. If incline be not used, and the stroke played a little too gently or too full, the angle may be lost, the player's ball remaining nearly opposite the other two, possibly in contact with the third ball. By the use of incline where necessary a series of twenty or thirty cannons may be made by an average amateur, without any aid from a cushion or the push-stroke. But a delicate touch is, of course, essential.

G. Effect of the Nap of the Cloth on Side.—It has already been stated roughly that a ball played with side curls in the same direction as the side put on if played 'with' the nap, and in the opposite direction if played 'against' the nap. For an explanation of the cause of this the reader cannot do better than consult Mr. Hemming's 'Billiards Mathematically Treated.' Two instances of its value in practical play may be given here.

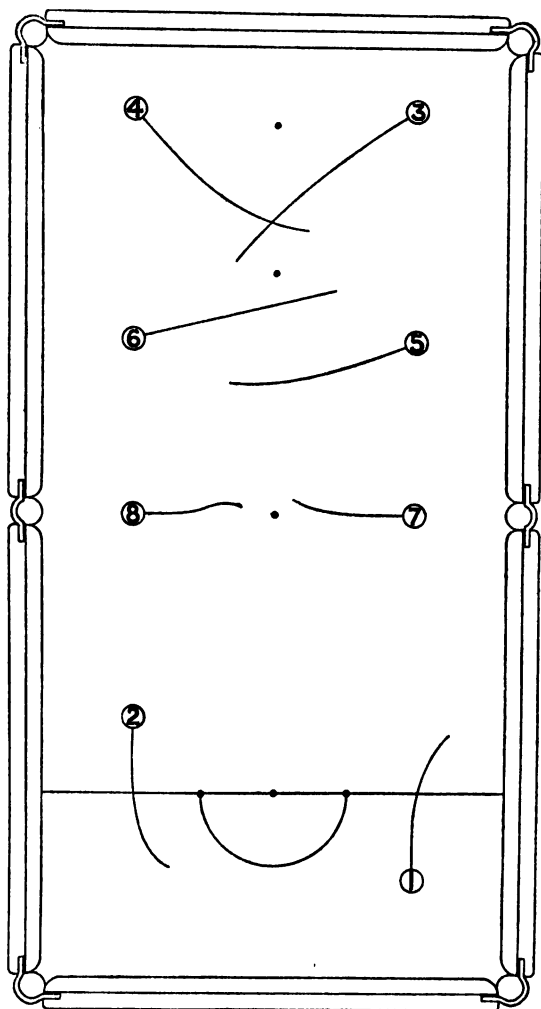
In position (A) on the diagram (fig. 9), the balls being just clear of one another, the most certain method of making the cannon with the plain ball is to strike the red ball quite full with strong *r* side; the player's ball after impact will curl to the right

and come full on to the spot-white ball. If the stroke were played with the spot-white ball, right-hand side must again be used in order to make the ball curl to the *left* against the nap.

Position B was of frequent occurrence in the days of the spot-stroke. Red is on the spot; the player's ball is at 1, very slightly above the spot-line (the line drawn from the NW pocket through the red ball). By playing the screw-back hazard with right-hand side, the ball may be made to curl a little to the left (*i.e.* towards the top of the table), and so regain position on the spot-line instead of coming to rest below it. If the player's ball be at 2, the run-through hazard should be played with *l* side, so that the ball may curl to the right against the nap, and not remain too far down the table.

A more accurate description of the varying effects of the nap must now be given. The strokes in fig. 10 were made by hand, by which means a far larger amount of pure side, free from massé curve, can be imparted to a ball than by the use of a cue. In order that the full effect of the curl may be seen, it is necessary that the ball should be travelling slowly. If, therefore, a

FIG. 10



cue be used, a second ball should be placed within a foot or two of the player's ball, and be struck full by the latter. The direct impact will diminish the pace of the player's ball without destroying its side, so that a large amount of pure side can be imparted. The ball should be struck fairly hard (about No. 3 strength), and neither above nor below the centre.

The curves given on the diagram have no pretension to accuracy, being intended merely to show the general directions of the curved paths. *Right-hand* side is assumed in every case.

1. The ball marked 1, travelling in the same direction as the nap, curls considerably to the right.

2. The curl to the left, the ball travelling against the nap, is slightly greater than in the case of 1, the reason probably being that more friction is encountered, so that there is more material for the side to work upon. (See also under 6.)

3. The curl to the left is very slight.

4. The curl to the left is immensely increased.

5. The ball 5, moving very slightly against the nap, curls to the *right*, whether *r* or *l* side be used.

6. The ball 6, travelling very slightly *with* the nap, will not curl to the right.

In attempting to reconcile these results, we are driven to the following conclusion : *a spinning ball takes full advantage of any circumstance tending to make it travel towards the top end of the table* (the direction in which the nap lies), *while resisting, as far as possible, any attempt to make it travel in the opposite direction.* This explains the difference in the curves of 1 and 2. In 1 the ball is already travelling 'with' the nap, and, though compelled by the spin to change its direction, will not do so to the same extent as in 2. In the latter case the ball starts against the nap, and will seize any opportunity of escaping from that direction, so that the curve becomes rather more pronounced. Cases 3, 4, 5, and 6 are accounted for in the same way. Hence, too, we find that :

7. A ball starting at right angles to the direction of the nap curls first towards the *north*, whether *r* or *l* side be used.

8. A very curious case. The ball 8, with *r* side, starting at right angles to the direction of the nap, curls first to the left, because that is the

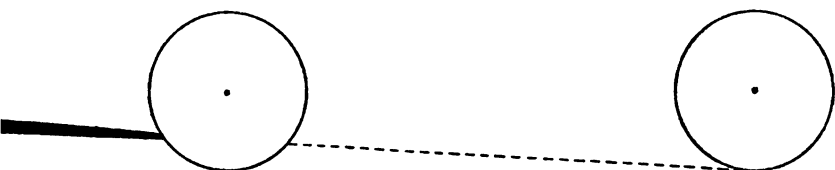
northerly direction. Afterwards, as it finds itself travelling slightly with the nap, case 1 comes in, and the ball makes a distinct attempt to curl to the right, resulting, when successful, in a serpentine path. With sufficient spin and pace on the ball, there would be another turn to the left as soon as the ball ceased to travel with the nap, and so on indefinitely. But the final position of the ball would be nearer the top of the table, the curves in that direction being more pronounced.

H. Side as a Guide to Aim.—If left-hand side (*vide 'preliminary remarks'*) be put on, and the cue aimed as if for a half-ball stroke to the right of the object-ball, the latter will evidently be struck a quarter-ball, or a little fuller if the ball curls before impact. In the same way, if the aim be at the centre of the object-ball, the stroke will be a three-quarter-ball stroke. So also the stroke shown at fig. 11 will be a three-quarter-ball stroke with right-hand side, aim being taken as if for a half-ball stroke, in the direction of the dotted line.

This method of aiming is often useful when the side put on is either harmless, as in the case of direct cannons and open-pocket losing hazards, or actually beneficial, as in the case of fine jennies

and run-through losing hazards where it is desirable to 'enlarge the pocket.' In the latter case, however, it must be used with caution if the path of the striking-ball, after impact, be against the run of the nap. For instance, a jenny played from the top end of the table into one of the baulk pockets should be played rather harder than usual, in order to resist the adverse influence of the nap,

FIG. 11



which might otherwise cause the ball to curl away from the side-cushion and miss the further shoulder of the pocket.

I. Side to Divert the Object-ball from its Normal Path.—This is explained in the chapter on Angles. Its effect is said to be very minute. If so, it is best avoided, as its use must be detrimental to accuracy of aim.

J. Side in the Push Stroke.—Though the push stroke is now generally abolished, this chapter would not be complete without some remarks on

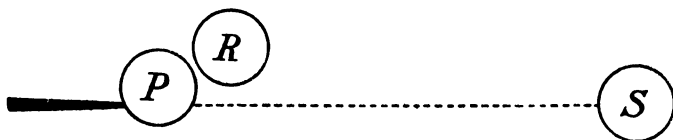
the effects of side on a pushed ball. Three typical cases will be considered—viz. (1) push misses, (2) push cannons, and (3) push winning hazards. [Push losing hazards are made in the same way as cannons.]

(1) *Push Misses*.—If it is desired to give a miss from l D to a point near the s w cushion a little below the w pocket, all that is necessary is to aim straight at the pocket and push, a little below the centre, with right-hand side, which causes the ball to slip off the cue and travel to the left of the pocket. The advantage of playing the stroke in this manner is that the strength of the push is, within certain limits, immaterial, for almost immediately after the beginning of the push the propelling action of the cue is no longer direct, but becomes an oblique and rapidly diminishing force as the point on the ball in contact with the cue shifts more and more to the right.

(2) *Push Cannons*.—If p (fig. 12) be pushed straight towards s with r side, the natural tendency of the ball to diverge to the right after meeting R will be first lessened and afterwards reversed by the point of the cue as it follows with the ball. The cue-tip, being to the right of the ball, blocks

its path to the right, and eventually, as in case 1, pushes it back to the left. The amount of side necessary varies according to the distance from P to R and the size of the angle R P S. If P and R are almost in contact and the angle R P S is small (that is, if the push be through a rather full ball), a considerable amount of side is necessary. If, on the other hand, P be two or three inches from R, a very small amount of side must be used; other-

FIG. 12



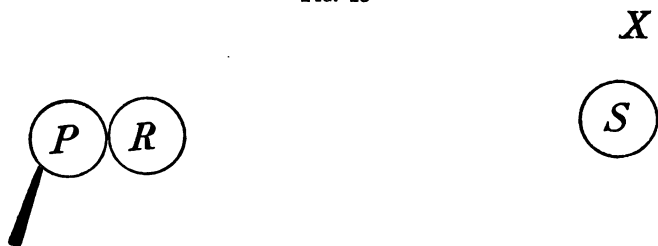
wise P will be pushed too much to the left before coming into contact with R. In any case the stroke is much more difficult.

When the angle R P S is large—that is, if the push be through a fine ball—little if any side is required.

The important point in all pushes with side is to stop pushing the instant the player perceives that his ball is travelling straight for the further ball.

When all three balls are in a straight line it is necessary to hold the cue at a considerable inclination to that line and to push gently but firmly, keeping up the pressure for a considerable time.

FIG. 13

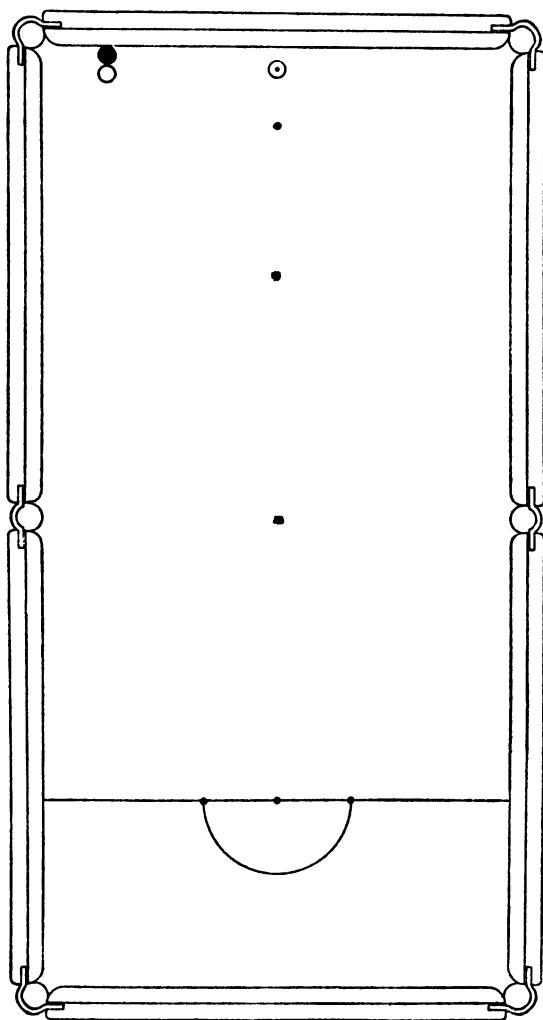


The striker's ball in the above diagram may be pushed to the point x, the red ball travelling a little to the right of the line P R S, and so driving s to x. The stroke, however, is possible without any 'kiss,' P travelling straight to s.

It may assist the player if he stands well away from his cue and gradually draws the butt towards himself during the progress of the stroke. This device would prevent any premature escape from the tip of the cue on the part of P. The stroke is not necessarily foul.

All push strokes with side should be played gently.

FIG. 14



Those played without side, when it becomes necessary to allow for divergence after impact and so alter the aim, may be played harder if desired; what is known as the 'half-push' being sometimes nothing less than a 'slog'—in any case certainly a less fair stroke than the genuine push.

(3) *Push Winning Hazards*.—In fig. 14, where *P* is directly opposite and almost in contact with *R*, there is a choice of no less than four different strokes, all made by a gentle push full at the red ball.

(a) Cannon to bring the balls together. Push with *l* side, neither above nor below the centre.

(b) Cannon to leave a red winner. Push with *l* side below the centre. *P* will travel to *S*, leaving the red ball behind.

(c) Losing hazard. Push with *r* side below the centre.

(d) Winning hazard. Push with *r* side, neither above nor below the centre. The balls will travel together towards the pocket (the reverse of (a)); the player's ball will catch the angle of the pocket, rebound on to *R* and kiss it into the pocket.

All the above strokes should be played quite gently.

The explanation of them is a little complicated. The *direction* taken by the striker's ball presents no difficulty; it cannot travel to the left when *l* side is used, because the point of the cue is in the way. It must obviously travel somewhere if the pressure is maintained, and consequently has no option but to slip off the cue to the right. Now this push, when the red ball is squeezed in between *P* and the cushion, necessarily causes a considerable amount of pressure and friction. The two balls become, in fact, like two cog-wheels, and as *P* is revolving in the direction produced by *l* side, *R* will be pressed into the cushion with a corresponding amount of *r* side. When allowed to escape it will consequently travel to the right—that is, in the same direction as *P*; and as *P* prevents any escape from the cushion, *R*'s path must be parallel to the cushion.

Now comes the question of the relative paces of the two balls, varying with the elevation of the cue-tip. When the push is at centre-height the explanation is simple. The two balls travel at

the same pace because there is no reason why one should travel faster than the other. Being pressed together for an appreciable time they become, as it were, glued together into a single ball, and so travel as one ball. When the push is below the centre the player's ball tends to be lifted off the table; its gravity and friction with the table are diminished and it accordingly starts away quicker. The amount of force applied being the same as in the former case, the red ball must of necessity remain behind. Lastly, when the push is above the centre, the player's is to a certain extent pressed into the table, its gravity and friction with the table being increased. The red ball, accordingly, receiving its normal pressure, as in the first case, gets away the quicker. I give these explanations with some diffidence, having no authority for them.

With the object of ascertaining whether the theory is upset by an increase in the number of balls, I have tried the experiment of placing three balls in contact directly opposite the cushion, and pushing the outer one (P) with *l* side. According to the theory, the right-hand side communicated to the second ball should

communicate left-hand side to the third ball ; and this was found to be the case ; for while the two outer balls travelled to the right, the ball in contact with the cushion moved slightly to the left. The result is more pronounced if a fourth ball be added.

One other property of side, which does not come under any of the ten headings treated, deserves some notice. When a ball meets a cushion obliquely the impact communicates to the ball a certain amount of side, this side being invariably side 'away from' the cushion. This fact explains why side 'towards' a cushion should not be employed except in urgent cases (see Chapter X.). Its partial or entire neutralisation by the natural side communicated by the cushion itself, to say nothing of the resulting loss of pace, leads to complications which are best avoided. The same applies to any automatic reversal of side by the cushions ; that is, the player's ball, when once it has acquired side away from a cushion, should not subsequently be permitted to strike another cushion in such a manner that the reverse side will be communicated to it. This prohibition is of very practical

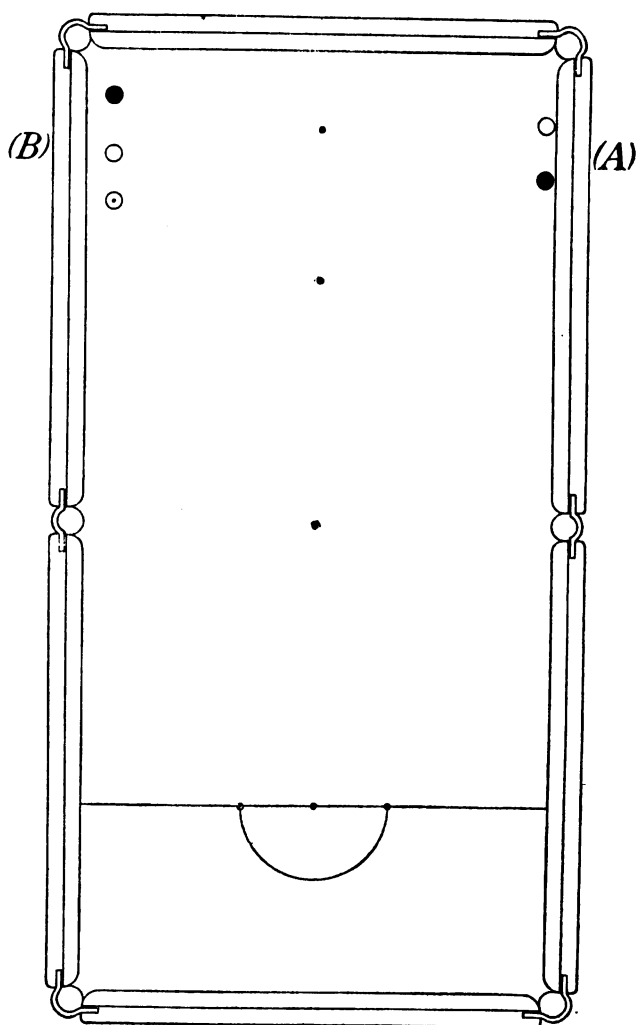
use in the consideration of all-round cushion cannons (see Chapter X.), when a reversal of side, particularly at the time when the ball has travelled about half the distance required, generally proves fatal. A reversal of side when the ball is coming to rest is, for evident reasons, less disastrous.

CHAPTER V

SCREW

ANY ball with a rotation short of 'corresponding' (see Chapter I.) may be said to have screw on it, inasmuch as, on meeting another ball, its angle of divergence is increased. In most cases, however, screw may be defined as 'unresolved drag.' The ordinary drag-stroke played from baulk at a distant ball is not a screw, because by the time the balls meet the drag has been converted into 'perfect rolling.' But if the stroke be played harder some of the drag has no time to become resolved and screw is the result. At short distances most of the drag will remain unresolved, even if the stroke be played quite gently, but for a distant screw-shot a certain amount of pace is essential in order to retain the drag on the ball. Nothing, however, of a jerky nature is required, not even that 'indescribable turn of the wrist' recommended in one of the ancient manuals; it

FIG. 15

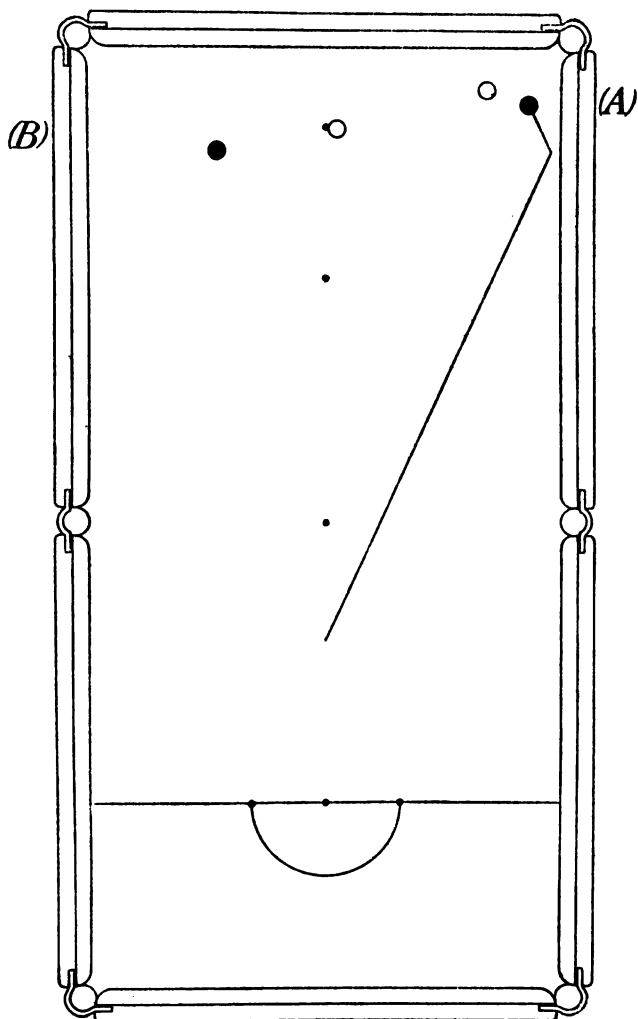


is simply a question of drag, and the stroke should be played as smoothly and quietly as any other stroke.

When impact takes place at the precise instant when the drag has ceased, and the ball, in consequence, is a 'dead' or sliding ball, it will, if the impact be full, stop dead. Impact on a half-ball will, under the same conditions, result in an angular divergence of $53\frac{1}{2}$ degrees (Hemming). At very short distances this effect may be obtained by striking the player's ball in the centre. At greater distances the 'stab-shot' is necessary (No. 3 or 4 strength, a little below the centre), but the ball may still be struck centrally if the stroke be directed rather downwards, so as to put on a little temporary drag, just sufficient to last over the space between the balls.

When some of the drag still remains, the result of full impact will be a screw-back in a straight line; in other cases of comparatively 'thick' impact the ball will describe 'a parabola with its axis towards the striker'; that is, the striker will be facing the inside of the curve—the opposite of what occurs in the case of a perfectly rolling or a following ball.

FIG. 16



- (A) R, 7 N, $8\frac{1}{2}$ E : P, 4 N, 9 E.
 (B) R, 15 N, 20 W : P on spot.

In screw-strokes side 'to enlarge the pocket' is used in precisely the same way as in other strokes. For example, in position (A) (fig. 15), to make the screw-back losing hazard into the NE pocket, right-hand side must be used. The screw-back cannon off s and the NW cushion (position B) is played with *r* side, which causes the ball to 'shoot' off the cushion. It may be observed that this, and not the direct screw-back, is the proper way of making the cannon for three reasons—viz. (1) because it is easier, the margin of error being less; (2) because it removes all danger of the spot-white ball catching in the angle of the SW pocket and remaining in baulk; (3) because the spot-white is driven to the neighbourhood of the spot, its proper position for 'top of the table' play. The rule for the two cases is simple: for a screw-back hazard along a cushion put on side *away from* the cushion; for a similar cannon, side *towards* the cushion.

The half-ball screw has already been mentioned; the angle of divergence is nearly a right angle and cannot exceed it: Position (A) in fig. 16 is an instance. The strength of the stroke should be such as to leave *B* in the

centre line of the table 18 or 24 inches below the centre spot. It would be a great mistake for the player to use *r* side under the impression that he is enlarging the pocket, merely because the red ball's distance from the N cushion is twice its distance from the NE cushion; for, as a matter of fact, the point of divergence of P from R will be exactly opposite the pocket, so that *l* side, if any, should be used 'to assist the screw.'

Position (B) is that most useful and not sufficiently recognised stroke, the quarter-ball screw. Right-hand side should be used and the strength should be sufficient to leave a red losing hazard from baulk into the NE pocket. The angle of the quarter-ball screw appears to be about 40 degrees at No. 2 strength.

The use of the ordinary drag-stroke may be fittingly explained in this chapter. Drag is put on with the object of causing the player's ball to slide rapidly over the first portion of its course, and so be less liable to diversion from its intended path by any untrueness in either the ball itself or the table. Moreover, the ball retains its side better than

when struck at cushion-height. Great care must, however, be taken to avoid any unintentional side, otherwise, owing to the curve produced, the remedy may prove worse than the disease.

It is important to observe that the drag-stroke may be used for 'running-through' a ball (*i.e.* a stroke between a full and a half ball) just as much as for any other stroke. A very large majority of amateurs are under the delusion that all run-through strokes require the ball to be hit high. This is only the case when the object-ball is very close; at medium or long distances, except where 'follow' is required for some special purpose (such as diminishing the angle of divergence or the ordinary run-through losing hazard off a ball in contact with a cushion), the ball should be struck centrally or below the centre, even for a run-through stroke; not only because the ball will run more truly, but because more side can be put on and retained in those cases where side is necessary. Even the curl produced can be utilised; for instance, the long three-quarter-ball losing hazard from the corner of the D into one of the top pockets (the object-

ball being within a foot or two of the pocket) may be made by means of a combination of drag and side away from the pocket, *half-ball* aim being taken. The curl produced will result in three-quarter-ball impact.

PART II
A POUND OF PRACTICE

CHAPTER VI

TOP OF THE TABLE PLAY

THE object in a game of billiards is to make breaks, and, as far as possible, to prevent the opponent from making them. A break is a succession of strokes: in a good break all the strokes are easy, though few of them are played in quite the easiest way. In fact, the easier the stroke the more thought should be expended on getting the most out of it.

But, besides scoring easily, the player should also aim at scoring quickly; the less he is kept waiting between the strokes the better he will play. He does not want to be constantly sending balls into every pocket on the table, and be delayed while they are taken out and spotted; nor does he want to play many of his strokes

hard, and be kept waiting by the running of the balls themselves; nor should he compel himself to take too much walking exercise during his break or to have frequent recourse to the rest. In fact, the less walking done by the player and the marker the better it will be for the player.

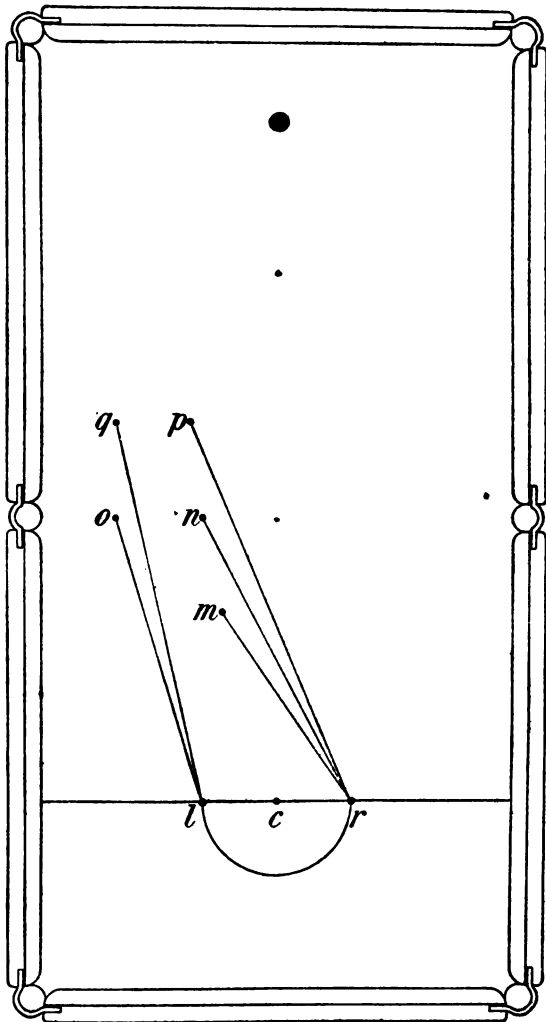
Now that the spot-stroke is barred the quickest and most prolific method of scoring is by means of 'nursery' cannons; but with the push-stroke also generally barred, even these are not quite so easy as they were: the balls can no longer be allowed to 'cover' with impunity after the reckless manner of former days. Moreover, though nursery cannons are easy in themselves, to obtain the ideal position for them is not always quite so easy. Recourse must be had, therefore, to what is known as 'top of the table' play, which, generally speaking, consists of an easy series of alternate cannons and red winning hazards into the top pockets, the opponent's ball being kept close to the spot (a little *above* it for choice) and disturbed as little as possible, while the striker's ball is kept within a foot or so of the spot and generally a little *below* the other two balls. For in this position there is always some

mode of scoring even if, as often happens, the balls are 'covered.' During the progress of such a break the opportunity for a nest of nursery cannons will often present itself, and should be promptly recognised and seized. Nursery cannons are not described in this work owing to the minuteness of the necessary measurements and the difficulty of representing them on diagrams. The most favourable opportunity for them occurs when the balls are all together near the N W pocket; they can then be gradually driven along the N cushion as far as the spot without any necessity for using the rest.

In every break the time eventually comes when top of the table play can no longer be continued. It is then that the losing hazard becomes useful, but it should in most cases be used only as a means for regaining the lost position. An exception may be made in the case of a sequence of middle-pocket losers off the red; the stroke is easy and scores fairly rapidly, and should position be lost there will generally be a cannon or red winner with which to continue the break.

White losers score less rapidly, and when

FIG. 17



R on spot. P in hand.

position is lost the winning-hazard resource is not available as a means of continuing the break. It seems better, therefore, when the red ball is anywhere near the spot and the player's ball in hand, at once to bring all the balls together at the top of the table by means of a cannon off the spot-white. Various positions of this cannon, which is by far the commonest method of bringing about a position for top of the table play, are shown on the diagram (fig. 17).

Red is on the spot, the player's ball in hand. The points *p* and *q* are one foot above the w pocket, and 22 and 11 inches respectively from the n w cushion. The points *n* and *o* are opposite the pocket, and 25 and 11 inches respectively from it. The point *m* is one foot below the pocket and 27 inches from the s w cushion. If these points be taken as indicating the *left-hand* edge of the spot-white ball (from which the measurements are taken), the centre of the ball being about an inch to the right of the dot, then the points will give the limits of the position of the spot-white ball for a direct No. 1 cannon without side for all cases where that ball is within one foot of the line between the w pocket

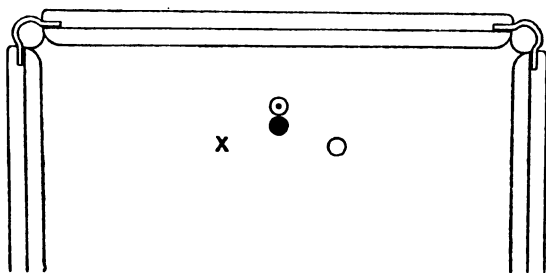
and the centre spot of the table. In other words, the left-hand edge of the spot-white ball must not be to the right of the points m , n and p , nor to the left of the points o and q . It follows that the ideal spot is about 18 inches from the w pocket, and either level with it or up to six inches above it, because in that case the cannon would be made from c . s may be considerably higher up the table than the points p and q , but in that case the balls would not be brought together by the cannon. Again, s may be considerably to the left of the points o and q , provided that the top cushion be used or r side or both; in such cases the cannon should, *whenever possible*, be made off s , the much less effective cannon off R and the N cushion being reserved for those cases where the other method is impossible at No. 1 strength. s must not be more than a couple of inches to the right of m , n and p , even though l side and the top cushion be used; for l side will have little or no effect off the cushion on any ball missing R on the *right*. The angle of incidence will be too much for it.

There is one fortunately limited area, somewhere between p and the pyramid spot, where,

should s chance to rest therein, there is not only no half-ball cannon (direct) from baulk, but also no losing hazard at No. 1 strength. In such an emergency the player must choose between a two-cushion cannon off either ball or a No. 4 losing hazard off s, to bring it out of baulk, or a cannon, direct or off the top cushion, at some other than the half-ball angle.

But assuming that we have steered clear of this area of comparative safety, and have at length reached the top of the table, let us endeavour to stay there for some time while the following strokes are expounded.

FIG. 18



R on spot. P on spot-line, about 9 inches from R. S due N of R and nearly in contact with it; $\frac{1}{8}$ or $\frac{1}{4}$ inch away.

Fig. 18 represents the ideal position for top of the table play. Drive R nearly up to the

pocket, cannoning very fine on to the left-hand *edge* of s, so as not to disturb it. Then pot the red, with side if necessary, so as to return to x on the spot-line, 9 inches from R. Now play the same two strokes from the other side of the table. The result will be that you will have scored ten and be in the original position. Repeat the process as long as you can ; it is not likely to last long enough to become monotonous. After a time one of two things is sure to happen : either P will remain above or below x, or s will be disturbed too much. The variations arising from different positions of P are so important, involving as they do the very essence of top of the table play, that I will treat them rather fully.

(1) R and s as before : P about three inches below x. Play a very gentle half-ball cannon off R so as to leave another one off s.

(2) P about six inches below x. Cannon finer and even more gently.

(3) P about a foot below x. Cannon gently off R and the N cushion, taking care not to leave s on the spot or within an inch of it. Incline may be used if necessary. The angle of the cannon depends partly on how near s is to R ; if

very close the cannon must be fine in order to avoid a kiss. R should be driven towards N E pocket, leaving a winning hazard and subsequent cannon.

(4) P one inch above X. Play the original stroke, but a little harder, so that R may rebound a few inches off the N E cushion, leaving a winning hazard. S should not be disturbed.

(5) P two inches above X. Play a stab-stroke *almost full* at R, striking a little below the centre so that P will just touch S and stop dead, R returning off the N E cushion right up to the other two balls, leaving another cannon. The essential thing is to hit full enough; if R comes back *below* the spot the break will very likely be spoilt.

(6) P three inches above X (*i.e.* about the same distance as R from the N cushion). Pot the red gently, leaving a cannon. I prefer to play the stroke with *r* side, so that my ball on meeting the nap will curl a little to the left, and remain nearer the spot-line than if no side be used.

(7) P four inches above X, so that R and S are about equidistant. This position is not good, the rule that P should be below the other balls having been broken. However, a stab cannon off

s (between half and three-quarter ball) will bring s off N and N E up to R. An alternative plan is to play a very gentle cannon, aiming straight between the balls. Three or four cannons may be made in this way; after the last P should pass between the balls, remaining east of them. After this s can be sent round the N and N W cushions back to R by means of a screw cannon; or failing this possibility a losing hazard or cannon off s and N will be left.

(8) P five inches above x. Strike s nearly full so as to leave a white losing hazard into N E; R should only just be touched. The losing hazard should be played with sufficient strength to leave s in one of the positions indicated on the last large diagram, so that position at the top of the table may be regained by means of a cannon from baulk.

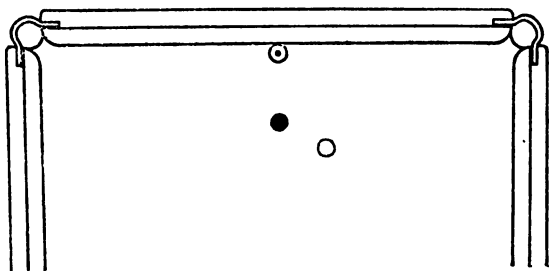
(9) P six inches above x. Either as in (8) or play a stab cannon almost full at s so as to bring it back to the other balls as in (5).

(10) P seven inches above x. A gentle half-ball cannon with r *massé* side, to leave another cannon.

Secondly, assuming that the other contingency mentioned above has occurred, so that while P is

still on the spot-line, s is $1\frac{1}{4}$ or $1\frac{3}{4}$ inch due N of R. The original cannon to leave a red winner should still be made, special care being taken (1) to leave s due N of the spot, and (2) to leave P after each red winner a little lower down the table, so that the angle of the cannon may not become too wide. In this way the spot-white ball may be gradually driven to a point in contact with the cushion due north of the spot, P remaining about four inches south of its original position. This brings us to Roberts's patent position shown on the next diagram.

FIG. 19



Second Ideal Position.

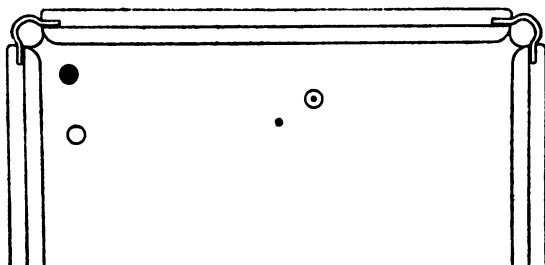
If the gentle half-ball cannon is played properly, P will rebound off s, leaving the latter absolutely unmoved by the kiss. A red winner should

then bring P to the corresponding position on the other side of the table. Again there is not much fear of monotony. Alterations in the cannon angle may be got over to a certain extent by the use of side, or by striking R a little fuller or finer. When the stroke is played fuller the strength must be only just sufficient to cause P to reach S ; otherwise R will be driven too far. On the other hand a finer cannon (*e.g.* a quarter-ball) should be played rather freely so as to cause P to rebound off S to the extent of several inches. Otherwise, as R will be left lower down the table than usual, there will be no easy red winner suitable for regaining position. The use of side in these cannons should if possible be avoided, as it tends to disturb S. Inconvenient variations in the position of P may often be got over by potting the red off the spot in the hope of gaining better position. When S is disturbed, it may be possible with great care to drive it back to its original position. Failing this, the break must be continued by other methods ; in most cases the three balls can be brought together.

Fig. 20. Pot the red so as to leave P on the spot-line, leaving a run-through cannon. On no account

try to leave it higher up the table in order to obtain the useless half-ball cannon. Even should

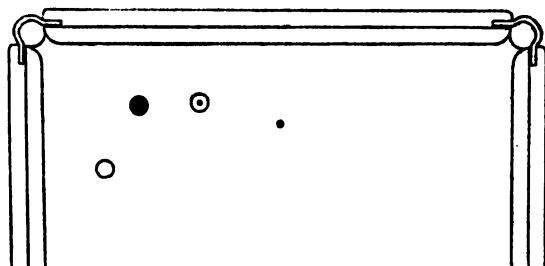
FIG. 20



R 3 N, 3 W : S 7 N, 30 E : P 12 N, 4 W.

P remain so that R covers S, position may easily be regained by a cushion cannon or a red winner.

FIG. 21

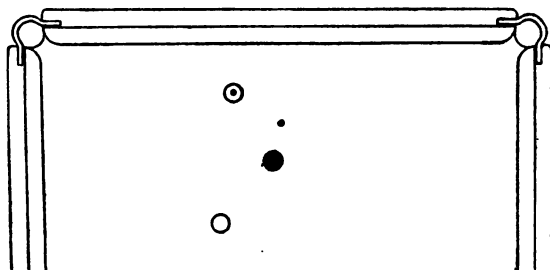


R 8 N, 13 W : S $7\frac{1}{2}$ N, 22 W : P 17 N, 8 W.

Fig. 21. Cannon gently, not vaguely trying, by running through, to bring the balls together, for this is not possible; but at the true half-ball

angle, so as to drive s a little above the spot, R coming off the cushion and leaving an easy red winner and break.

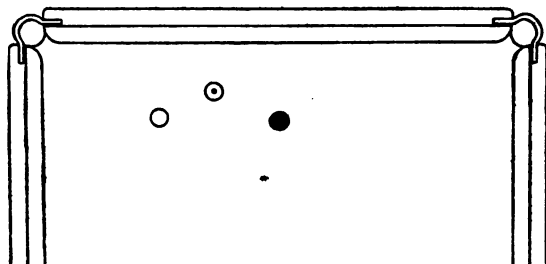
FIG. 22



R 17 N, 32 W : S 7 N, 28 W : P 25 N, 24½ W.

Here (fig. 22) the cannon angle is a little more than 'natural.' The cannon could be made off the

FIG. 23



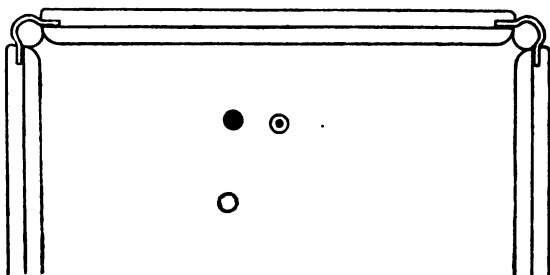
R on spot : S 6 N, 24 W : P 10 N, 16 W.

cushion with side, but the game is to pot the red with high *r* incline, returning on to the spot-line

(on no account above it), leaving a run-through cannon or red winner.

Fig. 23. The balls are intended to be so placed that a gentle cannon off *s* on to the *right*-hand side of the centre of *R* is just impossible with ordinary side. By using strong *r* massé side, aiming full at *s* to allow for the curl, the desired result may be accomplished. *s* should be left due north of the spot, and *P* a little lower down the table than *R*; an easy cannon or red winner should be left. The stroke is directed to be played in this manner because a cannon to the left of the centre of *R* would spoil the break.

FIG. 24

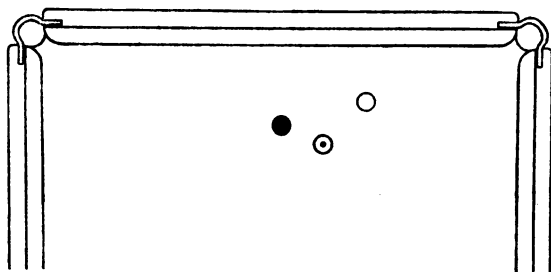


R 11 N, 27 W : S on spot : P 22 N, 26 W.

Here (fig. 24) the fine white losing hazard would leave an inconveniently long cannon from baulk. (Cannons on to *two* distant balls should generally

be avoided.) The game, therefore, is to cannon off *s* and the *N* cushion with *l* incline. In case *P* comes full on to *R*, leaving no easy red hazard, it is most important that a white loser into the *N E* pocket should be left. This accordingly should be the chief object borne in mind in making the cannon.

FIG. 25



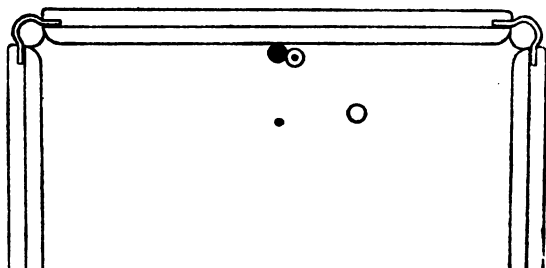
R on spot : S 13 N, 27 E : P 7 N, 21 E.

Play the cannon (fig. 25) very gently and finer than a half-ball, so as to cannon a half-ball on to the left of *R* and leave a red winner. On no account be tempted to use *l* side, as this would probably result in leaving a losing hazard, or nothing, instead of the intended winning hazard.

Fig. 26. Cannon very gently, striking *s* a half-ball on the left, and using *r* side. *s* should remain nearly stationary, and *R* should not travel more than

two or three inches to the west. Another easy cannon should be left. Avoid aiming finer than a

FIG. 26



R touching cushion, due N of the spot.
S 1 N, touching R on the right. P 10 N, 24 E.

half-ball or the cannon will very likely be missed, as the red ball will not receive sufficient impetus from s to cause it to join p as it passes.

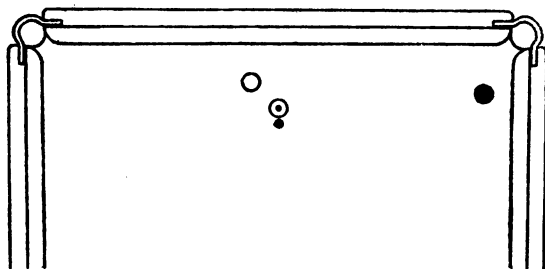
Now place p nearer the n cushion, so that all three balls are in a straight line. The cannon is made in precisely the same manner, the essential points being a half-ball impact to the left of s, and right-hand side.

Fig. 27. Cut the red into the pocket, returning near the w cushion.

Fig. 28. In this and similar positions the chief points to be remembered in playing the cannon

are (1) not to pot the red, and (2) not to leave red covered. Play a gentle half-ball at R so as just

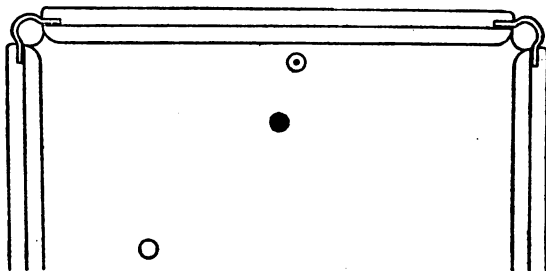
FIG. 27



R 6 N, 3 E : S 9 N : P $6\frac{1}{2}$ N, $30\frac{1}{2}$ W.

to *graze* s off the N cushion, and leave a red winner or loser.

FIG. 28

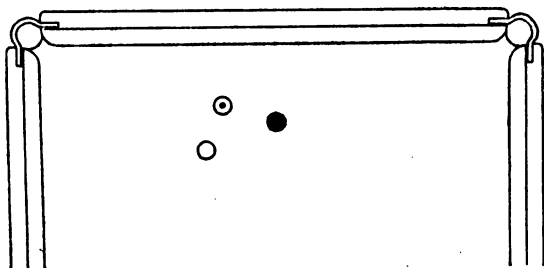


R on spot : S $1\frac{1}{2}$ N, 31 E : P 29 N, 14 W.

Fig. 29. s being in a line between the spot and a top pocket (an event which should always be

noticed when it occurs), the red winner should be played as a screw-back, so as to leave a gentle

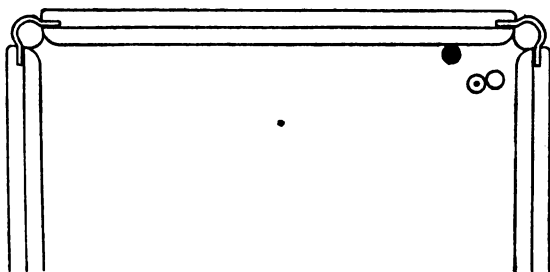
FIG. 29



R on spot : S 9 N, 26 W : P 16 N, 23 W.

cannon off s, which will place it north of the spot and leave another red winner.

FIG. 30

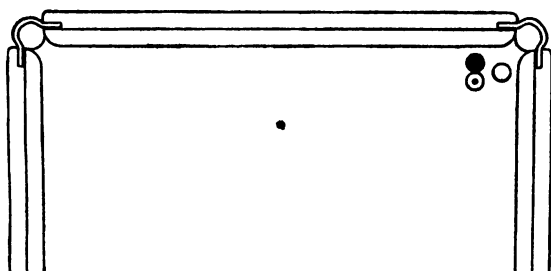


R 0 N, 8 E : S $4\frac{1}{2}$ N, $4\frac{1}{2}$ E : P 4 N, $2\frac{1}{2}$ E.

P and S (fig. 30) are nearly in contact. Cannon gently with *l* side on to the N cushion, so as just to

graze R in coming off it. R should remain nearly stationary, P travelling about a foot towards the spot. It is very likely to be kissed by S after the cannon; whether this occurs or not the position is good, as a cannon can be made off R and the N cushion, after which a red winner will be left.

Fig. 31



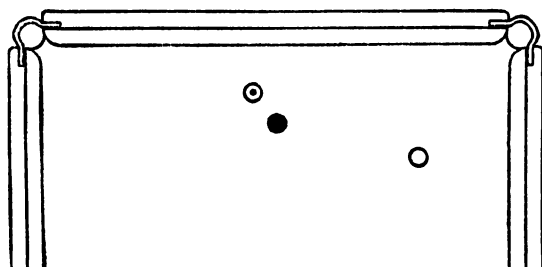
R 1 N, 5 E : S $3\frac{1}{2}$ N, 5 E : P $2\frac{1}{2}$ N, 1 E.

Fig. 31. Aim straight between the balls and cannon very gently, repeating the stroke till you can run right through them both. Then cannon off R and the N cushion as directed at the end of the previous stroke.

Fig. 32. Play the cannon as a run-through, hitting R almost full, so that P will only just graze the left edge of S. Red should strike the NW cushion six inches or so below the pocket

and rebound about a foot, leaving an easy winner. If *s* were struck full the balls would

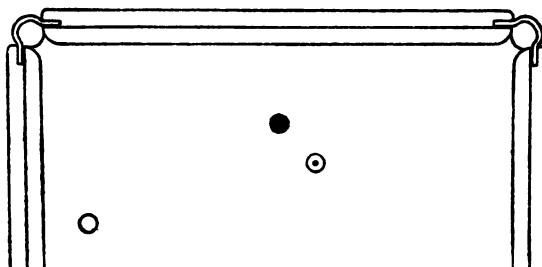
FIG. 32



R on spot: S 7° N, $30\frac{1}{2}^{\circ}$ W: P 17° N, 14° E.

very likely be covered; in any case a winner would not be left.

FIG. 33

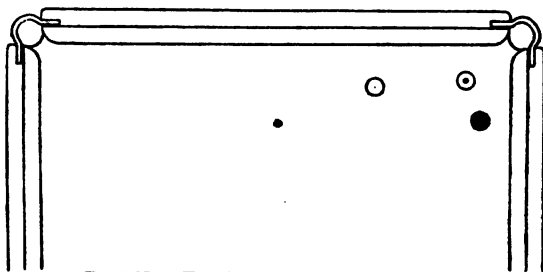


R on spot: S $16\frac{1}{2}^{\circ}$ N, 31° E: P 25° N, $5\frac{1}{2}^{\circ}$ W.

Fig. 33. Play a screw cannon *without side* off the spot-white, striking that ball as full as possible

consistently with making the cannon. The red ball should not be moved more than two or three inches, while s should rebound off the N E, N and N W cushions to a point near R. If s be not struck full enough, it is certain to kiss R on the way and spoil the break.

FIG. 34



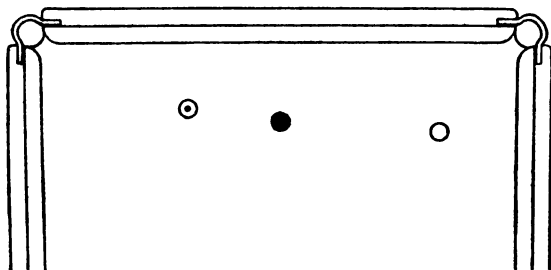
R 10 N, 3 E: S 4 N, $5\frac{1}{2}$ E: P 5 N, 19 E.

Here (fig. 34) it is evidently necessary to be careful not to lose the spot-white. Play a *three-quarter-ball* cannon on the right of s with strong r side, so as to get well behind the red off the N E cushion and leave a winning hazard into the N E pocket. s should be driven to the spot off two cushions.

Fig. 35. In this position both the red winner and the run-through cannon are unfortunately blocked. Aim rather fine (about a quarter-ball) to

the right of red, with *r* side, for a cannon off two cushions. With luck this may lead to a good position, but the stroke is no certainty; cushion

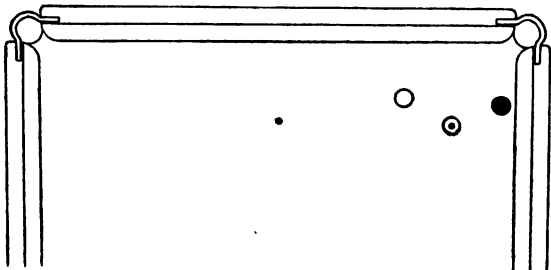
FIG. 35



R on spot: S $9\frac{1}{2}$ N, 20 W: P 13 N, 10 E.

cannons involving side *towards* the first cushion are generally difficult. But here it is clearly a necessity.

FIG. 36

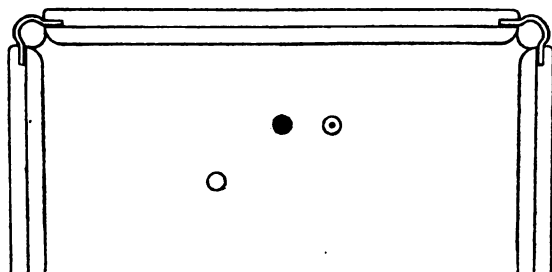


R 8 N, 1 E: S 11 N, 8 E: P 7 N, 15 E.

Fig. 36. Cannon very fine with *r* side on to the right-hand side of R so as to strike the latter

a half-ball, the player's ball coming off the cushion to a position below the other two balls. s should move only a couple of inches or so, and p should come to rest about six inches s e of s. If played correctly the stroke should leave a cannon which will drive s to the spot and leave a red winning hazard.

FIG. 37



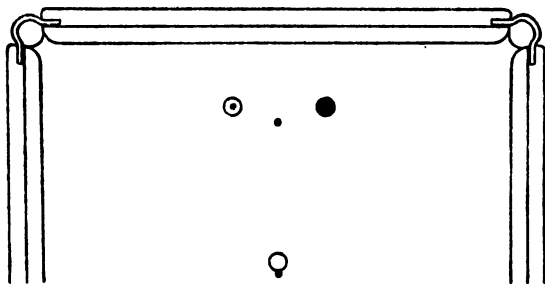
R on spot : S 11 N, 26 E : P 19 N, 24 W.

Positions of this kind (fig. 37) are of constant occurrence. The great point to remember in playing the run-through cannon is that p should come on to the right-hand side of s. If played otherwise, the balls may become covered. If p be struck high with l side, the cannon is rather finer than a three-quarter-ball. A red winning hazard should be left.

Fig. 38. The gentle cushion cannon should be played off the red, partly because s will

then not be removed from its favourable position,

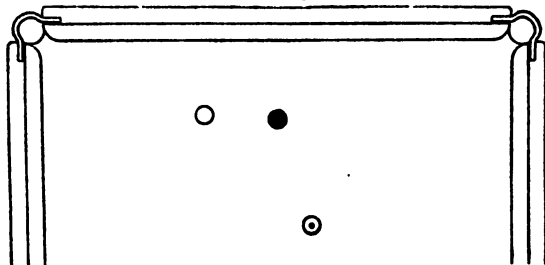
FIG. 38



R $5\frac{1}{2}$ inches from spot in a line towards N E pocket.
S $5\frac{1}{2}$ inches from spot in a line towards N W pocket.
P on pyramid spot.

but chiefly because to play the stroke off s *might* leave only a white winning hazard.

FIG. 39



R on spot: S 26 N, 31 E: P 10 N, 23 W.

Fig. 39. Play a free No. 1 stab cannon a little fuller than a half-ball, but without side. The red ball should rebound off the N E cushion and come to rest near the N W pocket. The spot-white ball should not move more than two or three inches.

CHAPTER VII

BOTTOM OF THE TABLE PLAY

I. Three Balls in Baulk.—When both the object-balls are in baulk the player's aim should be, failing a series of nursery cannons, to get them out again as quickly as possible. The methods of achieving this result are as follows :

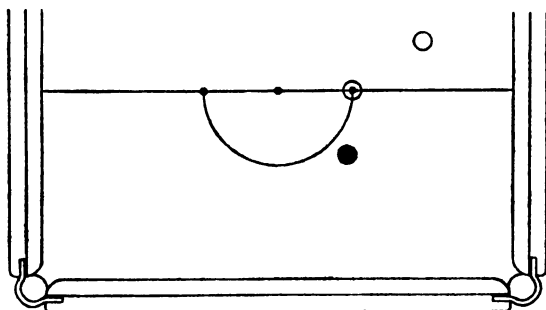
(1) Obtain position for a cannon which will drive both balls out of baulk and leave another cannon or middle-pocket hazard.

(2) Pot the red in such a way as to leave a white losing hazard which will bring the spot-white out of baulk into position for a cannon or losing hazard.

(3) Cannon in such a manner as to drive one ball out of baulk and leave a hazard off the other. Till one of the above positions can be secured the balls should be kept together as far as possible. Should the position become unfavourable, pot the white and leave a double baulk.

The subjoined diagrams illustrate positions in which the correct procedure is not quite obvious.

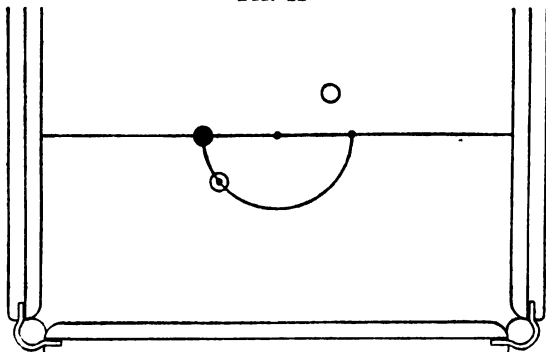
FIG. 40



R 17 S, 28½ E: S on r D.
P 6 inches outside baulk, 12 E.

Fig. 40. Cannon a *little fuller* than a half-ball on to the right-hand side of R, so as to leave a

FIG. 41



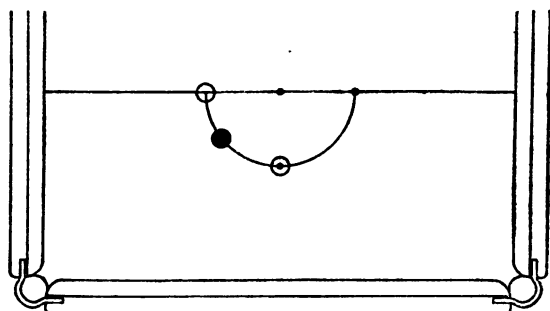
R on l D: S on the D exactly between c D and S W pocket:
P outside baulk and 10 inches from c D, so that P, c D,
S and S W pocket are all in the same straight line.

red winner into the s e pocket followed by a white loser into the s w pocket.

Fig. 41. Stab *almost full* at the red, so as to drive it *below* s to the s e pocket, leaving a red winner followed by a loser off s, which will hardly be moved by the cannon.

Supposing that the positions of R and s were reversed, the game would be to pot the red, screwing back into position for a white losing hazard into the s w pocket.

FIG. 42

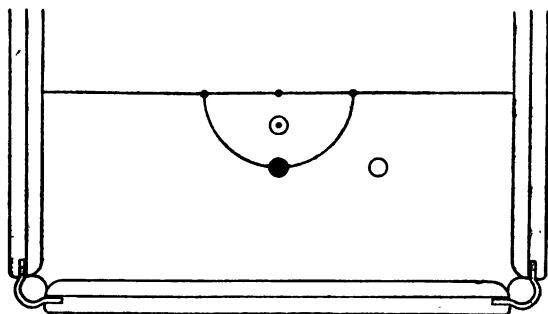


R on D between c D and S W pocket :
S on D in centre line : P on l D.

Fig. 42. Play a gentle quarter-ball cannon (*not* finer) so as to move R sufficiently, s not moving much. This leaves a red winner from which a white loser can be obtained. If the

positions of R and S were reversed, the cannon should be made a little finer than a quarter-ball, so as to move S less and R more, the latter being driven towards the S E pocket for a winner and subsequent white loser.

FIG. 43



R on D, south of c D : S half-way between R and c D :
P 12 inches E of R.

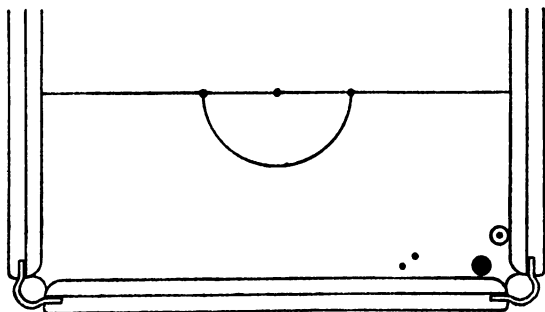
Fig. 43. Play a three-quarter-ball stab cannon just hard enough to drive S out of baulk and leave R over S E pocket.

If the positions of R and S were reversed, the stab should be at the half-ball angle. The effect of this would be to drive R to the centre of the table, while S, striking the S cushion much earlier, should remain a few inches N of the S E pocket. The resulting losing hazard should be played fine

and hard, in order to bring s out of baulk and up to red.

II. Playing at Double-baulks.—When a player has the misfortune to be in hand, the other two balls being in baulk, his tactics should depend chiefly on whether the opponent has an easy score left in the event of a miss being given. If this is the case, and there is a reasonable chance of scoring, an attempt to score should be made; such a course being obviously compulsory when a safety miss would give the opponent the game. If, on the other hand, the opponent's score is uncertain, or the player's chance of scoring very improbable, a safety miss would be the correct play.

FIG. 44



In the above position (fig. 44) the chances of scoring are unusually favourable, the easiest way

probably being to place P on the baulk line and play at the sw cushion just outside baulk with l side for the red winner or cannon.

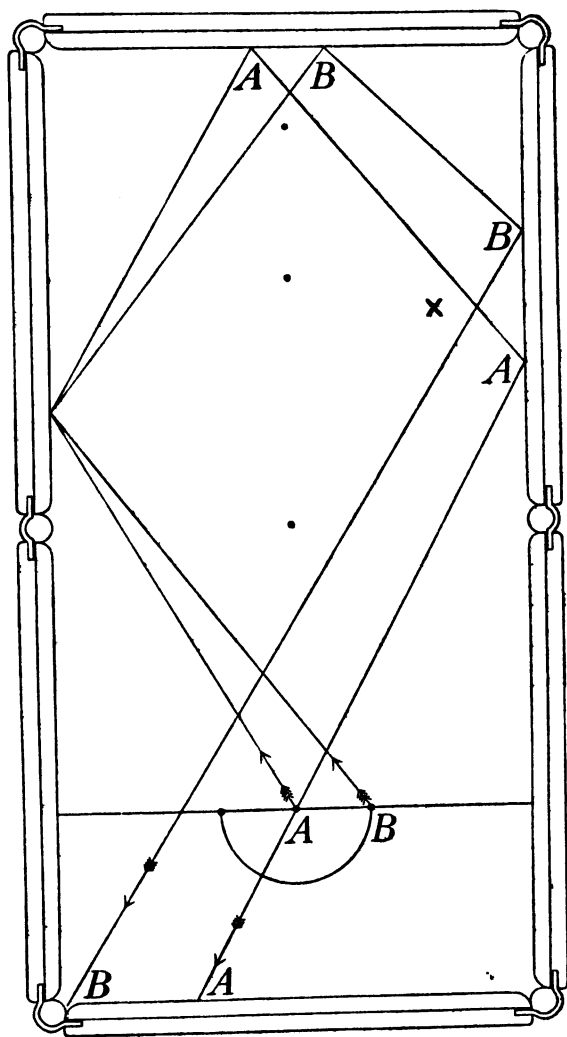
If the object-balls are in the positions represented by the two black dots, a similar cannon may be made by the use of massé side ; or even if the balls be near the centre of the s cushion.

When there is no easy score off one or two cushions by the method indicated above, the stroke should be made by playing round the table. When playing in this manner, the following points should be observed :

- (1) No. 3 strength should be used.
- (2) The ball should be struck at cushion height.
- (3) Incline away from the cushion should be used.
- (4) The first cushion angle should, if possible, be between forty and fifty degrees, so that the angles of incidence and reflection may be as nearly equal as possible, and accidental side have less effect.

(5) A reversal of side by the cushion should not be permitted, except perhaps for a very short distance off the last cushion used. Otherwise

FIG. 45



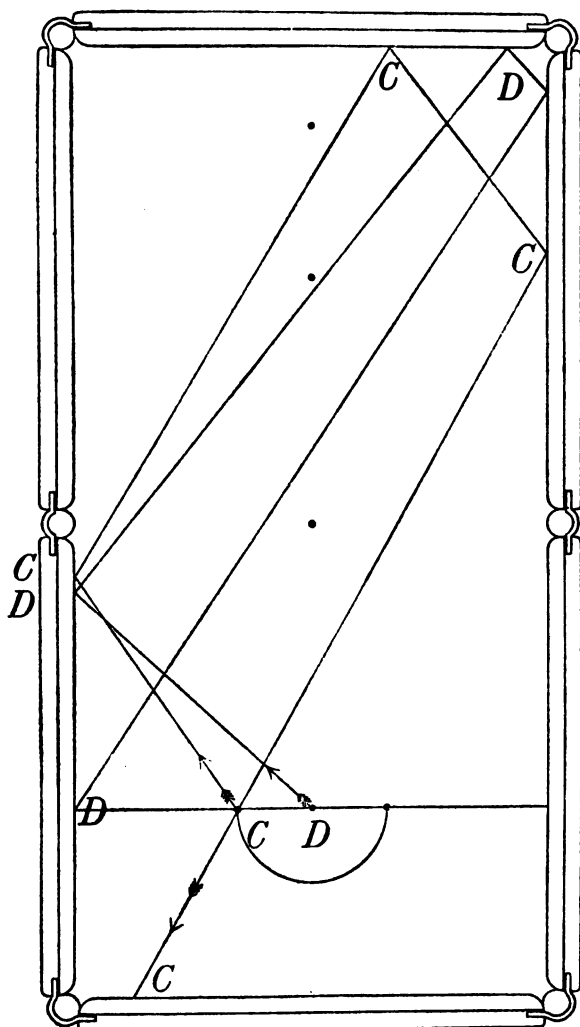
pace is diminished and the angle of reflection is uncertain.

The strokes in the accompanying diagrams should be known by heart, the exact point to be played at varying, of course, slightly on different tables. It is not necessary to give the positions of the object-balls in baulk. A slight modification of one or other of the following strokes should enable the player to give himself a good chance of a cannon whenever the object-balls are fairly close together : the stroke selected for use, whether modified or not, being the one which will give the best chance of a *half-ball* cannon ; that is, the player's ball must cross the baulk-line at such a point and in such a direction that a half-ball cannon will be possible.

Position A. P on c D : to return over the same spot.—Aim at a point about fifteen inches above w pocket, No. 3 strength with *r* incline. The ball should strike the s cushion about twenty inches from the s w cushion, and the pace should be such that the ball comes to rest near the centre of the table.

Position B. P on r D : to reach the s w pocket. Play in the same manner at the same spot. The

FIG. 46



stroke is so easy (I have made it seven times in succession, without any mark to aim at) that it would be the game to play it when R is on the brink of the s w pocket, even if the spot-white is out of baulk in some such position as \times . The red winner is easier than the cannon, and if the six-stroke be made a perfect break will be left, a cannon from baulk bringing the balls together near the spot for top of the table play.

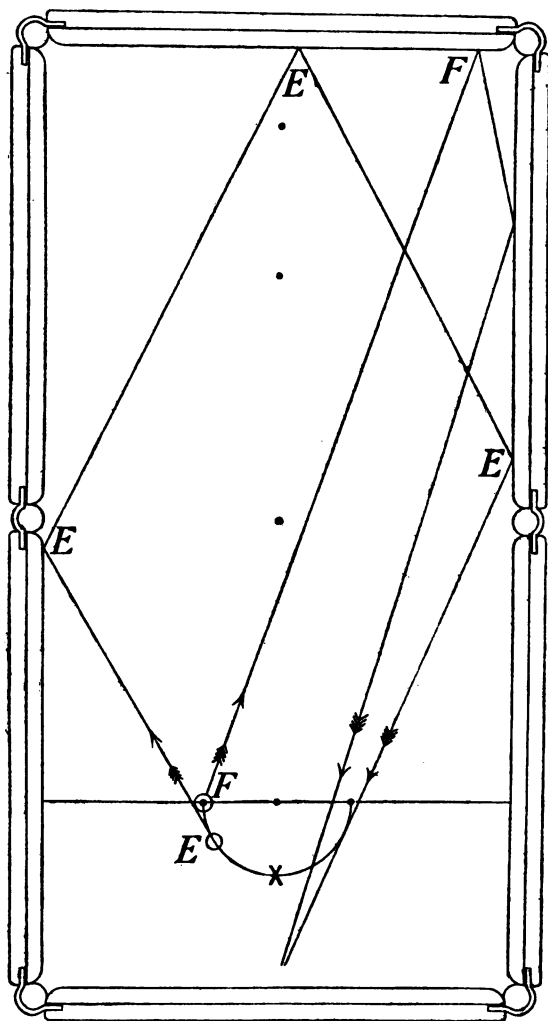
In all the strokes under consideration the point to aim at is obviously not the point of actual contact between the ball and the cushion; this will naturally be two or three inches nearer baulk, when a side cushion is struck first.

Position C. P on l D: to return over the same spot.—Aim at a spot on the s w cushion $5\frac{1}{2}$ inches below the w pocket, No. 3 strength with *r* incline as usual. P will strike the s cushion about eight inches from the s w cushion.

An alternative method of crossing l D is to place P on c D and aim $7\frac{1}{2}$ inches above the w pocket.

Position D. P on c D: to reach the left extremity of the baulk-line.—Play as before, aiming eight inches below w.

FIG. 47



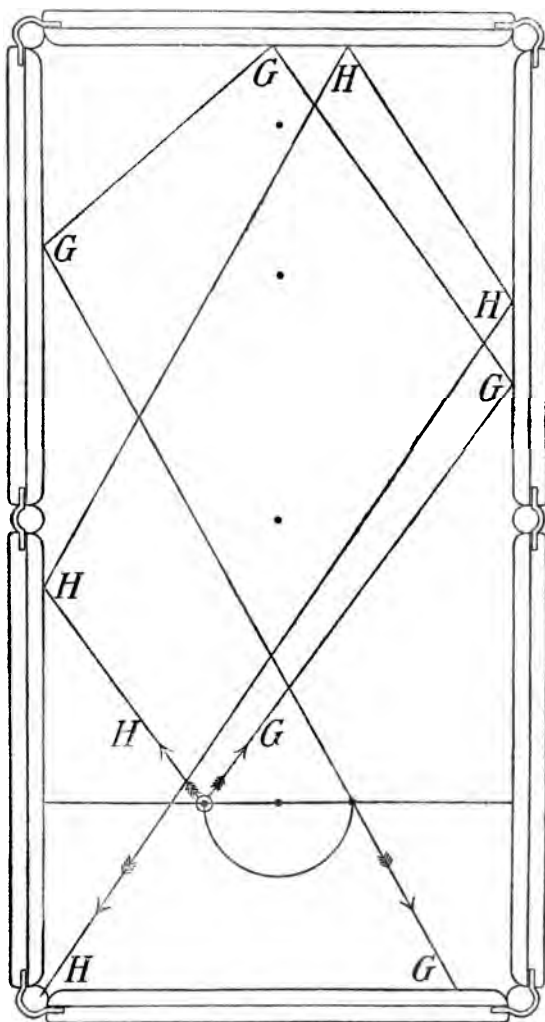
Note that it is better, when possible, in these 'round-the-table strokes' to aim at a point below one of the middle pockets, because the spot to aim at, if known, can be more easily judged and kept in view. When, however, the spot selected is above a middle pocket, the player's ball should not be spotted in that half of the table. For if the ball and the spot aimed at be on the same side of the table, the angle becomes too oblique to be calculated on with any certainty.

Position E. To strike the centre of s cushion.—Spot P on the extreme left of the curve of the D and aim just below w, as close as possible to the pocket-angle. Hit very high, *without incline*, and at No. 2 strength. P will pass nearly over r D. If P be struck centrally, at the same strength, it will pass over x, the lowest point of the D.

Position F. An alternative method is to spot P on l D and aim at the N cushion about nine inches from the NE pocket, with r incline. Owing to the nature of the angle, the amount of incline must be judged very exactly; a very small difference will make a very appreciable difference in the ultimate path of the ball.

Position G. P on l D: to pass over r D.—Aim

FIG. 48



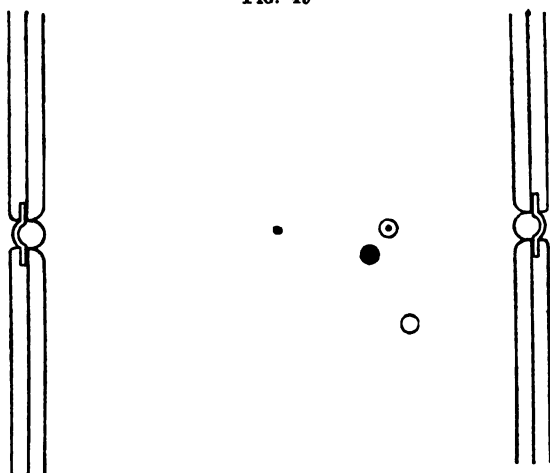
at N E cushion eighteen inches above E, No. 3 strength with *l* incline. P will strike the s cushion eight or nine inches from the s E cushion.

Position H. P on l D: to reach s w pocket.— Aim eight inches below w pocket. This is not nearly so easy as the stroke from *r D* in (B), probably because the angle of incidence is slightly more oblique.

CHAPTER VIII

CANNONS LEADING TO BREAKS

FIG. 49

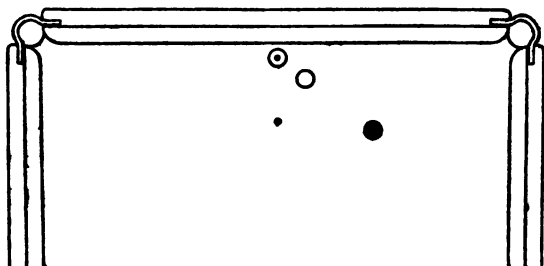


R 4 below centre line, 20 E :
 S 16 E of centre spot :
 P 14 below centre line, 14 E.

It is not advisable to attempt nursery cannons in this position (fig. 49), for, after the second, it is possible that no score may be left. The game is to

cannon as full as possible, so as to graze the left-hand edge of s, and drive R up to the N W pocket. This will probably leave a choice of scores—*e.g.* a red winner or loser, or a middle-pocket loser off the white. To cannon on to any other part of s would at least lessen the option.

FIG. 50

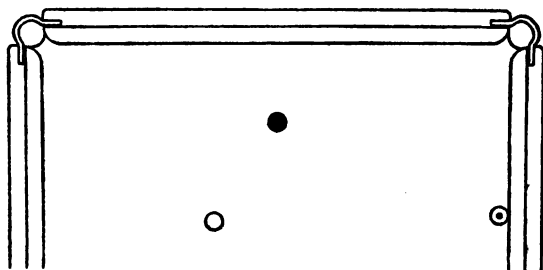


R 12 N, 19 E: S 1 N, due north of the spot:
P between the other balls, $2\frac{1}{4}$ inches from S.

Here (fig. 50) the screw loser off R is too difficult with s in the way. A gentle screw-cannon off s and the N cushion might be played, but the balls would be separated, and safety might ensue. The best game probably is to cannon at No. 4 strength off R and the N E cushion. R will go in and out of baulk, and the balls will be brought together near the N W pocket.

Fig. 51. Play a *half-ball* screw cannon off R, with *r* side, at No. 4 strength, so as to bring R in

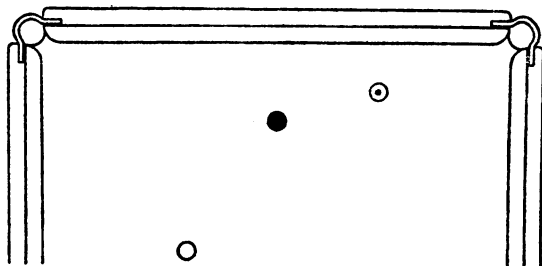
FIG. 51



R on spot : S 24 N, touching E : P 25 N, 24 W.

and out of baulk to the NE pocket. Here it will be observed that playing the stroke as a half-ball

FIG. 52



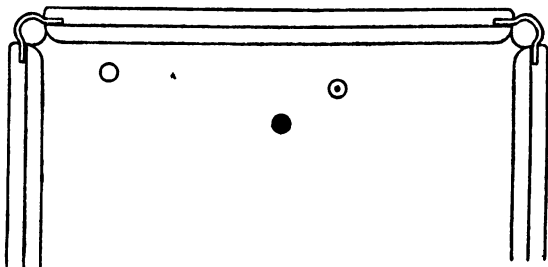
R on spot : S 6 N, 18½ E :
P between R and the W pocket.

permits of it being played harder, so that the balls can be collected in the same quarter of the table.

Fig. 52. 1. The losing hazard off R into N E may be made by striking high, No. 3 strength, with *l* side, a little finer than a half-ball. P will curl round s into the pocket; R will remain near w pocket.

2. A very gentle cannon off R on to the *right* of s, so as to leave either another cannon or a white loser into N E.

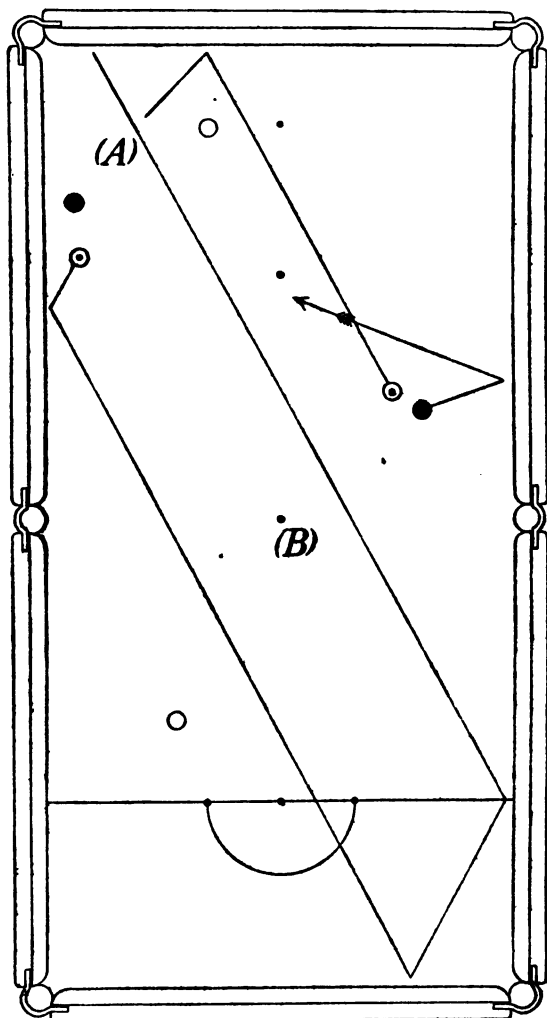
FIG. 53



R on spot: S $6\frac{1}{2}$ N, 25 E: P 3 N, $8\frac{1}{2}$ W.

Here (fig. 53) the red loser is effectually blocked. Use left-hand side, so as to cannon slightly on the *left* of s, and drive it to the NE cushion, well to the right of the pocket. The red ball will, of course, be left near the E pocket, and a losing hazard off s should be left, by means of which it can be driven off two cushions to the same place. If the cannon be full on to s, a winning hazard only may be left.

FIG. 54



- (A) R 22 N, 8 W: S 30 N, 4 W: P 11 N, 23 W:
 (B) R 52 N, 12 E: S 50 N, 15½ E: P 12 inches outside
 baulk, 18 W.

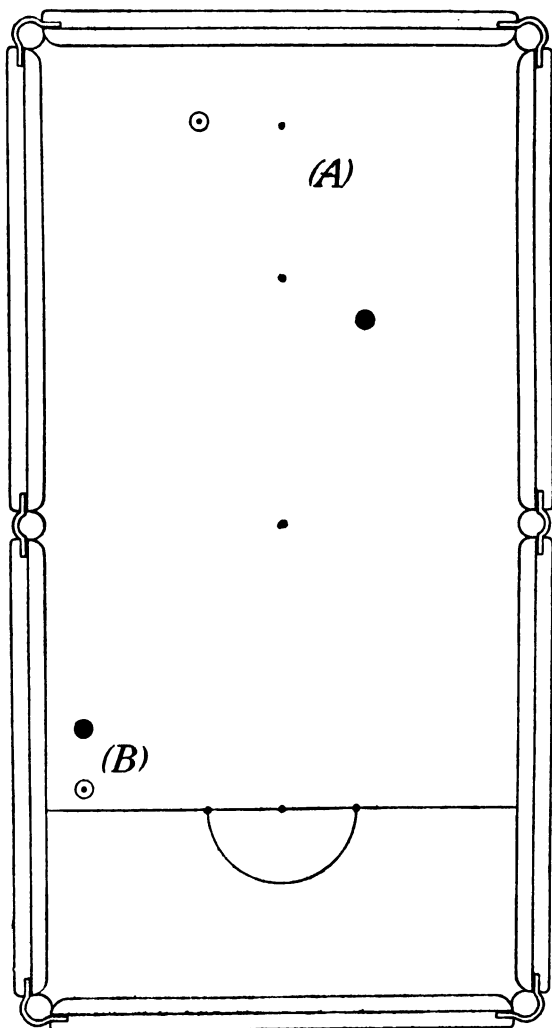
In the position (A) illustrated on the opposite diagram, the game is to play a three-quarter-ball screw-cannon (not fuller) off *s* and the *NW* cushion, with *r* side. The strength should be sufficient to send *s* round the table up to the *NW* pocket, where it should meet *R*. The most important thing in playing this stroke is to make certain that *s* strikes the bottom cushion before the *SE* cushion; for if it strikes the latter first the balls will be left separated. On this account the stroke must not be played fuller than a three-quarter-ball.

Position B.—1. Do not cannon off *s*, although that is the nearer ball, for there is some danger of losing it, and in any case the leave is uncertain.

2. Do not cannon gently off *R*, even though such a stroke may leave the balls fairly close together; for *P* will remain above the other two, and a good break may not occur.

The proper game is to play a free No. 1 cannon off the red, so as to drive both balls nearly as far as the *NW* pocket. If played a true half-ball the red will not kiss, and the balls will travel as follows: *R* should rebound a foot off the *NW* cushion, and remain near *s*, which comes to meet it off the

FIG. 55



- (A) R 40 N, 22½ E : S 11 N, 23 W : P in hand :
 (B) R 12 inches outside baulk, 4 W :
 S 3 inches outside baulk, 4 W : P in hand.

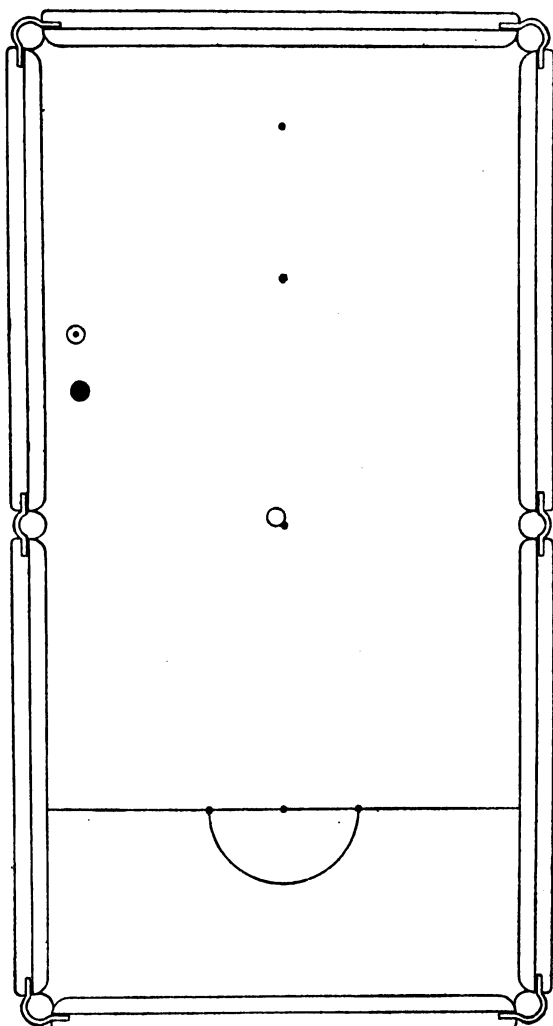
N cushion, while P should rebound at least nine inches off the N cushion, leaving a good break.

Fig. 55. Position A.—Here the losing hazards are inconvenient. There is a direct No. 1 cannon from *r* D, but as the red ball would strike the top cushion before it strikes the N E, it is possible that no score will be left if the stroke be played the least bit too hard. The correct game, therefore, is to spot P on *c* D, and cannon gently off R and the N cushion. R will now strike the N E cushion first, and leave a certain hazard. In all similar positions it is of the utmost importance that the object-ball (more particularly if it be the red ball) should be made to strike the *side* cushion before it reaches the top cushion; for then a hazard is bound to be left unless the strength be very bad.

Position B.—Spot P on *c* D, and play a gentle cushion cannon off R, with *l* side, leaving a red loser into w. Be careful not to drive s into baulk, and play, if anything, a shade finer than a half-ball; if the stroke is played in this way there is the additional chance of a red winner being left.

If the positions of R and s are reversed, the case is not so favourable, seeing that the leaving of a good losing hazard is not a certainty, and

FIG. 56



R 49 N, 4 W : S 41 N, 3½ W : P on centre spot.

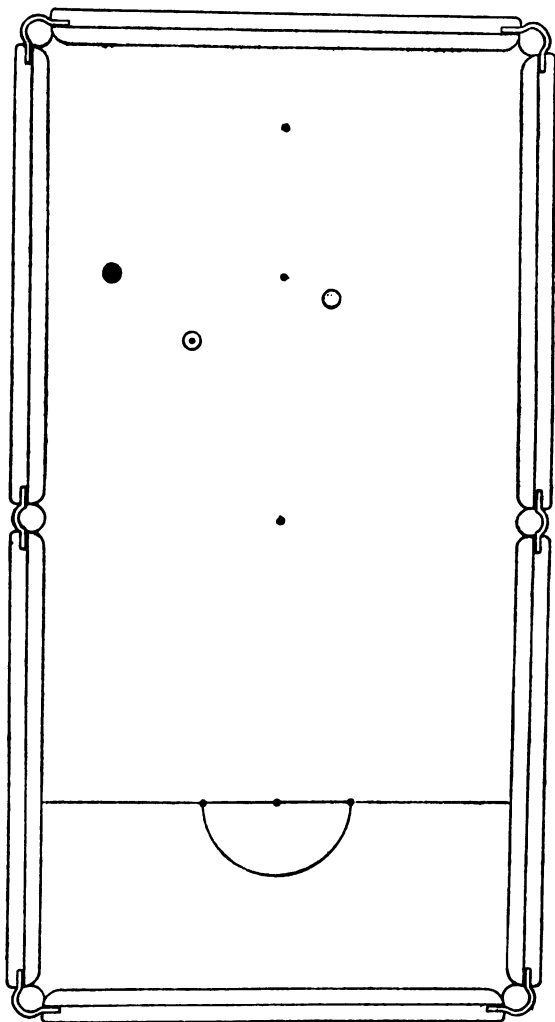
a white winner is not wanted. An alternative plan, therefore, in this case would be to spot P on the curve of the D as near the s w pocket as possible, and play a three-quarter-ball screw-cannon off s and the cushion, with l side, the strength being sufficient to send s round the table, and bring the balls together in the neighbourhood of the s w pocket.

Fig. 56. In this position it is evidently necessary to cannon off the red in such a manner as to leave a white loser into n w. Looking at the position from behind P, it is not very easy to see the precise direction in which a gentle half-ball cannon will drive s ; but if the position be regarded from baulk, it becomes easier to see that s will strike the n w cushion at a point about two feet above its present position. The cannon, therefore, should be made with strength sufficient to cause s to rebound off the n w and n cushions, and come to rest about six inches from each. The red ball should go into the centre line of the table, and a good break should be left.

The position is so typical that a few slight modifications of it are given :

1. Place R one inch nearer the n w cushion.

FIG. 57



R 35 N, 8 W : S 46 N, 20 W : P 39 N, 28 E.

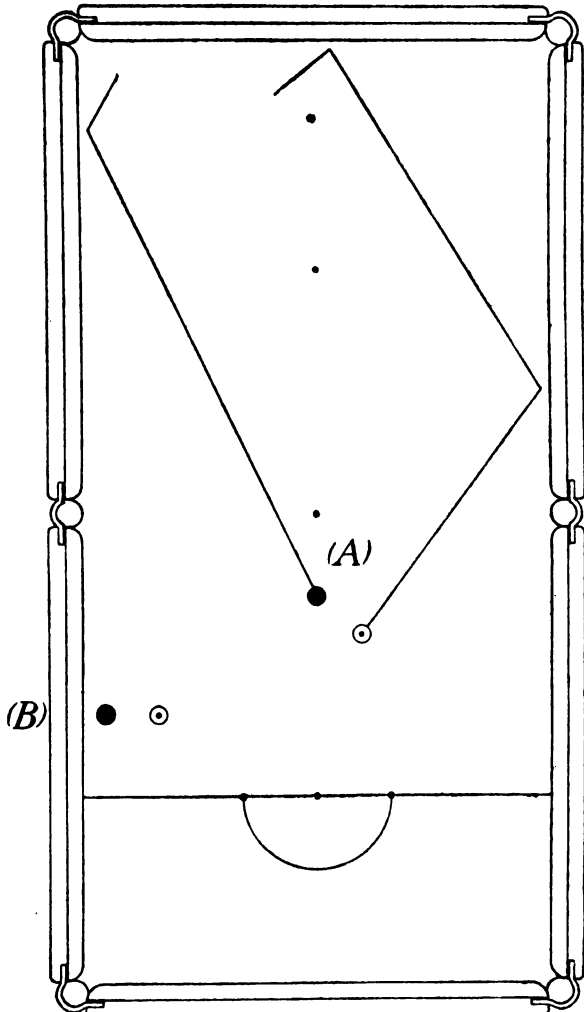
A half-ball stroke should be played at the same pace as before, the result being that, as the cannon angle is now rather larger than the natural half-ball angle, *s* will be struck a little on the left. It will be driven directly, without striking a cushion, to the same spot as before, passing over a shorter path because it is not struck so full.

2. Place *R* another half-inch nearer the *NW* cushion. The above stroke is now not feasible, for *s* would be struck too fine. Nor can the angular excess be remedied by the use of *r* side, for this would cause *P* to shoot off the cushion and travel beyond *s*. The best way out of the difficulty is to aim at the cushion just below *R*, with *r* side. *P* will strike first the cushion, then *R*, then the cushion again, afterwards dropping gently on to *s*. If the stroke is played gently enough some score will probably be left.

3. Place *R* another half-inch nearer the cushion (*2 w*). Play the cannon off *R* as a screw, striking as *full* as is possible, consistently with avoiding a kiss, and driving *R* across the table and back to the neighbourhood of the *NW* pocket.

4. Place *R* another half-inch or inch nearer the cushion. Aim dead full at the red, with *r* side,

FIG. 58



- (A) R 12 inches below centre spot: S 6 inches from R in a line towards the E extremity of the baulk line: P in hand.
- (B) R 12 inches outside baulk, 2 W: S 12 inches outside baulk, 10 W: P in hand.

for a run-through cannon off the cushion. R should go to N E.

In the position given on fig. 57 a half-ball cannon off s and the cushion would possibly result in the loss of the white ball, and probably leave no score. The cannon should be played, therefore, as a *quarter*-ball, with r side, care being taken not to drive s below w. A white loser of some sort is bound to be left, even if there is no score off the red. This use of side to enable the player to modify the natural angle of the stroke is of the greatest importance in those cases where the object-ball is sufficiently near to allow of any desired part of it being struck with accuracy.

In fig. 58, position (A), white losing hazards being unprofitable, it is best to seize at once the chance for 'top of the table' play by playing a free cannon, driving s off N E and N cushions to the neighbourhood of the spot, and taking care that R strikes the N W cushion before the N. For in the latter event a red winner will probably not be left. In position (B) the cannon should be made off R and the cushion. Spot P on the curve of the D as far to the left as possible, and cannon full on to s so as not to leave the balls covered. R should

be left over the w pocket. The idea in this and similar positions is to get the balls away from the cushion towards the centre of the table. A direct gentle cannon off s would still leave R near the cushion, and might leave the balls covered.

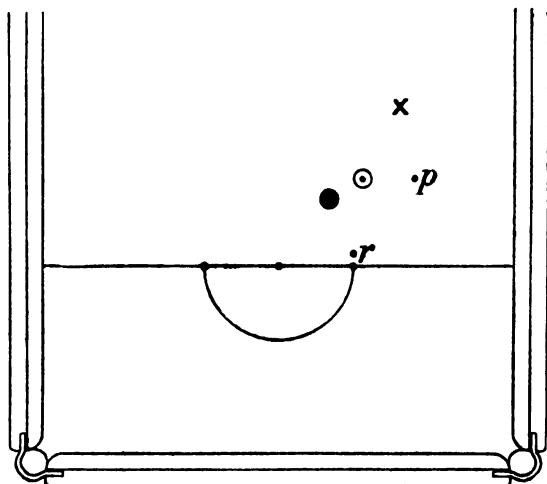
When P is in hand and the other balls are close together, a foot or so outside baulk and near the central line, no attempt should be made to obtain a series of nursery cannons; for the necessity for getting 'outside' the second ball may lead to a 'cover.' The game is to play the cannon in such a manner as to leave a *choice* of middle-pocket hazards, not only for the next stroke but for the *next but one*.

The following position (fig. 59) is one of those off which it looks so easy to make a break, though in reality it is not.

Place P on the baulk-line a little to the left of what would be its correct position for a gentle half-ball cannon full on to s. Then play a half-ball stroke so as to strike s slightly on the right, driving it a distance of one foot in a direction *towards the centre of the NE cushion*. P will be left at *p*, about six inches due east of where s was, and R should remain a few inches below the centre

spot. If played in this way the stroke will leave either a choice of losing hazards or a cannon.

FIG. 59



R 10 inches outside baulk, 26 E :
 S 18 inches outside baulk, 21 E :
 P in hand.

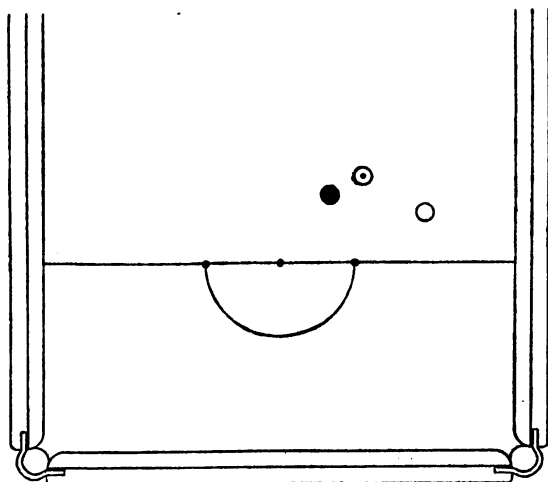
If the positions of R and S are reversed, all that is necessary is to play a gentle half-ball cannon, driving R up to the E pocket.

Now place S as before, but remove R to *r* (two or three inches north of *r* c). Here the game is to play a gentle three-quarter-ball cannon, R joining S off the cushion. It may be taken as a fixed

rule that such cannons will always leave a break provided that the cushion is not far off, for in case of a 'cover' at the next stroke there is the cushion to help.

FIG. 60

X .

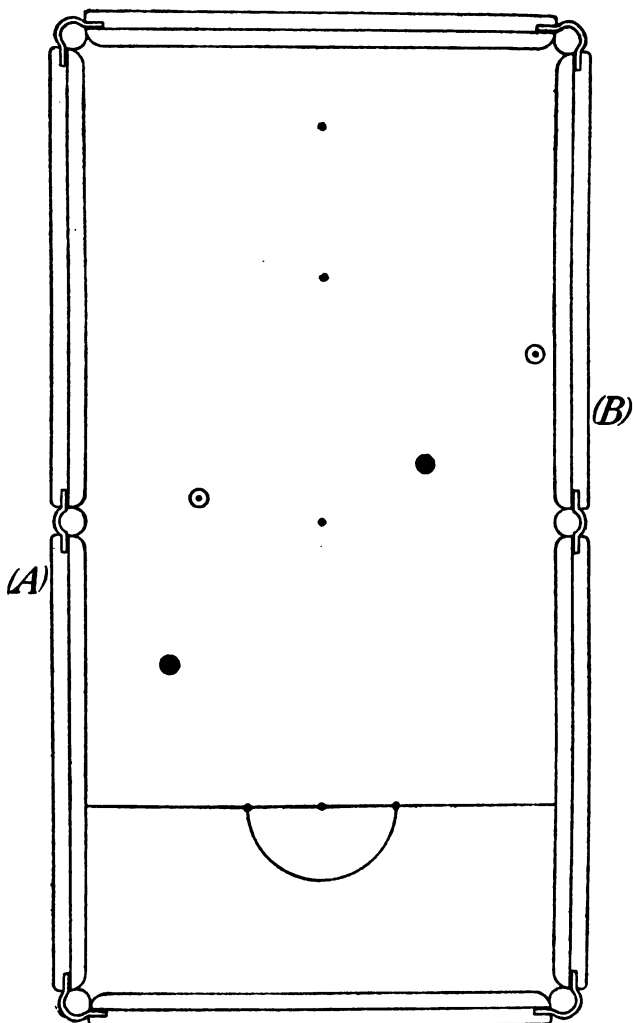


R and S as in previous diagram :
P $7\frac{1}{2}$ inches outside baulk, 12 E.

Fig. 60. Cannon very gently, considerably fuller than a half-ball, so as to drive S to X (one foot W of centre). R should not move more than an inch or two, and an easy white loser should be left.

The position (A) on the diagram (fig. 61) gives rise to a rather exciting cannon. Place P on l D

FIG. 61



- (A) R 21 below centre line, 11 W : S 3 above centre line,
15½ W : P in hand.
(B) R 60 N, 18 E : S 43½ N, 1½ E : P in hand.

and play a free No. 1 *three-quarter-ball* cannon, striking above the centre. Immediately after the cannon has been made, the red ball will pass between the others on its way to the N E pocket, but if the stroke is accurately played it will not interfere with either ball. s should be driven to the top of the table.

Positions similar to (B) are of constant occurrence. The cannon should be played as a run-through, in order to leave the balls together. Place p three inches to the *left* of c d and play a free No. 1 three-quarter-ball stroke with l side. The red ball will then join the others off the N cushion. Left-hand side is used in order to cause p to shoot off the N E cushion in case it strikes that cushion a little too soon.

Long Cannons from Baulk.—The rule for these cannons, when the red ball is on the spot, is to cannon off the white ball in such a manner as to drive the spot-white to the spot and the red ball towards the most convenient top pocket. [See chapter on 'Top of the Table Play.'] This applies to cannons where the object-balls are sufficiently close together to make it easy to cannon on to either side of the red ball at will.

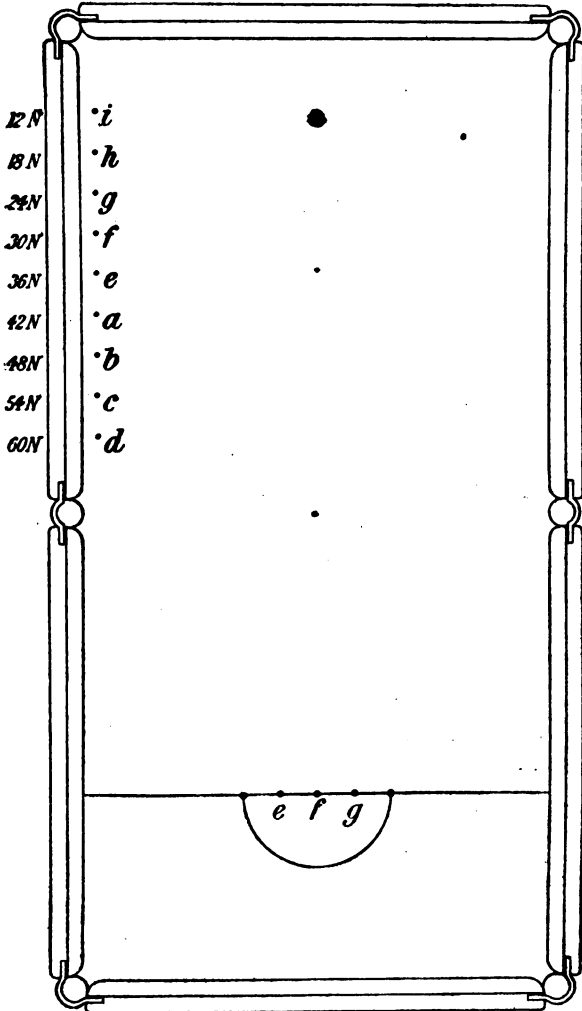
Speaking roughly, this is the case when *s* is above the middle pocket, or only a few inches below it, and *p* can be spotted on the baulk-line for a No. 1 direct half-ball cannon.

If *s* be not less than three inches from one of the top side-cushions the No. 1 cannon is still possible by means of side and the use of the *n* cushion. In fact, there is no limit to the position of *s* for this stroke; even if it be quite close to the *n w* pocket and three inches only from the *n w* cushion, a gentle cannon can still be made off *s* and *n* by the use of strong *r* side.

Whenever possible, the cannon should be made in this way off the white ball, since it is likely to lead to a good position; but when *s* is two inches or less from a side cushion the balls are likely to kiss, and the cannon accordingly must be made off *R* and the *n* cushion. Fig. 62 shows a series of these strokes for different positions of *s* along a line two inches from the *n w* cushion.

s on *a*.—Spot *p* on *l d*, and play a *free* No. 1 half-ball to the left of *R*. *p* should get well behind *s*, and drive it over the *w* pocket, *R* rebounding off two cushions nearly up to the *E* pocket. It is quite useless to play these strokes *more gently*;

FIG. 62



R on spot: S 2 W: P in hand.

they must be played hard enough to give the chance of a middle pocket hazard off one ball or the other, or a cannon.

s on *b*.—Play as before, but with *r* *incline*, and a little harder, because the incline will check the pace of the ball.

s on *c*.—As before, but with *r* *side* and still harder. Here it is as good to cannon gently off s and N cushion.

s on *d*.—Play No. 2 strength with strong *r* side. R should go nearly into baulk. Here it is distinctly more profitable to play the cannon off s and the N cushion. If s be below the w pocket the cannon must be made off R and the N and NE cushions, with strong *r* side and No. 3 strength.

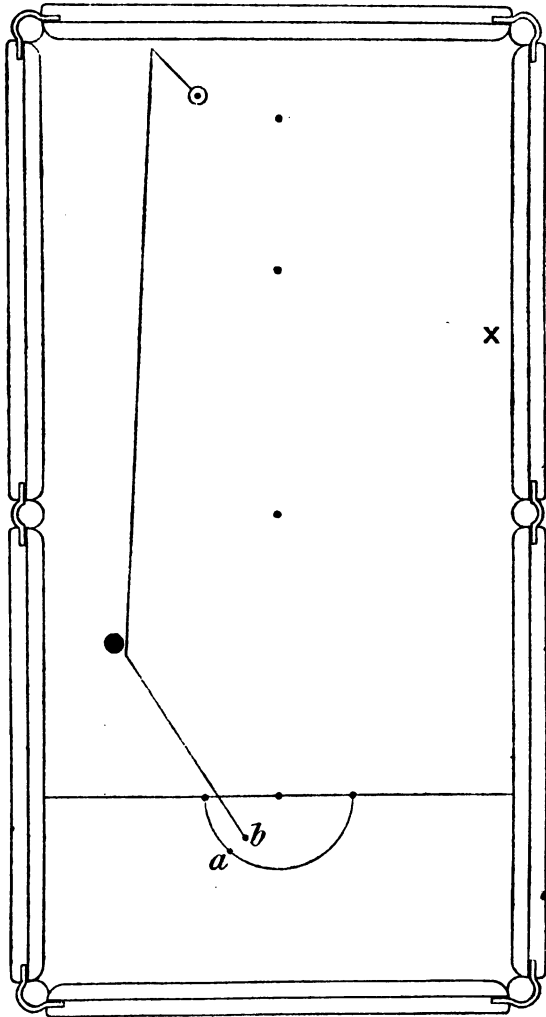
s on *e*.—Spot P five inches w of *c* D and play the half-ball stroke without side, with sufficient strength to leave R over the E pocket.

s on *f*.—Spot P on *c* D and play as before.

s on *g*.—Spot P six inches E of *c* D.

s on *h*.—By spotting P on *r* D the stroke may be made as in (*g*); but as R, when P is spotted so far to the right, has a tendency to avoid the NE cushion (so that the stroke requires greater accuracy of strength in order to leave it over the

FIG. 68



R 17 below W, 9 W: S 7 N, 22 W: P in hand.

E pocket and not safe under the S E cushion), it is better to spot P as in (g) and play the cannon at No. 4 strength, so as to send R in and out of baulk towards the centre of the table, where S may be driven to meet it.

S on i.—Here a No. 5 cannon from r D would perhaps cause R to catch in the S E pocket if the stroke is played a little too full, while a No. 2 screw cushion cannon would leave R in baulk. It is better, therefore, to place P considerably more to the left—almost as far as c D—and play a No. 4 screw cannon with l side, the red ball returning out of baulk to join the others.

It sometimes happens that, when P is in hand and S near the top of the table, a cannon off R from some position *below* the middle pocket has to be made. In all such cases it is best to play the cannon in such a manner as to leave the red ball *below* one of the middle pockets, or at any rate not above it; for as P, after the cannon, will be somewhere in the top half of the table, such a position of R will be the most likely to leave a middle-pocket losing hazard from which good position may be obtained. Such hazard will generally take the form of

an easy screw or forcing hazard into an open pocket.

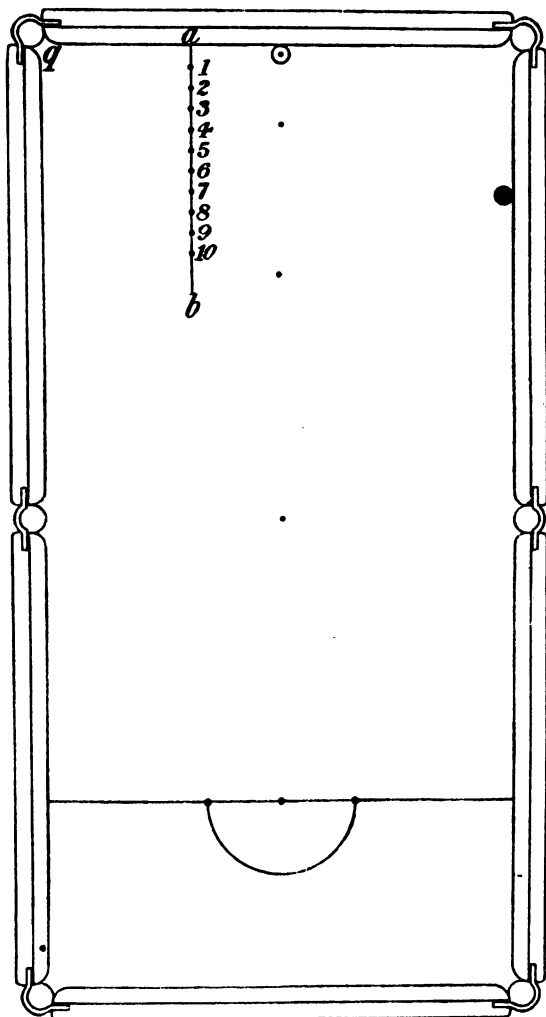
But when, as in the position on the next diagram (fig. 63), this course is not feasible, the cannon should be played in a different manner. Here, for instance, there is a half-ball cannon off R, if P be spotted on *a*, the extreme s w point of the *p* curve; but such a stroke will evidently leave R *above* the E pocket, and it is quite likely that no easy score may be left. It is better, therefore, to place P on *b*, about three inches to the right of *a*, and play the cannon off the N cushion with strong *r* side. If the cannon be accurately played, s will be driven to meet R somewhere in the neighbourhood of x. The stroke should be played freely, but the ball should not be struck above the centre, as a considerable amount of side is required.

CHAPTER IX

KISS-STROKES

I. **Kiss Cannons.**—The kiss-strokes considered in this chapter will be those in which the object-ball is touching or nearly touching a cushion. It is unnecessary to discuss those in which the object-ball is struck full, beyond repeating that the player's ball should not be struck above the centre; the further it is required to travel after the kiss the lower it should be struck. One curious little instance of a 'nursery' of kiss cannons may perhaps be mentioned. When all three balls are in a line directly opposite a cushion, the player's ball being between the other two and nearly in contact with both, a series of nursery cannons may be made by holding the cue in both hands and digging gently towards the ball which is touching the cushion. The stroke should leave the balls undisturbed, and may be repeated several times; it is rather liable,

FIG. 64



R 22 N, touching N E cushion :
 S touching N due north of the spot :
 P on a line 22 inches E of N W cushion.

however, to degenerate into a push or some other kind of foul stroke. Should the player's ball eventually get slightly out of line, it may easily be brought back into line by aiming not quite full at the cushion ball. This method of scoring, while it lasts unchallenged, is as quick as any known. Unfortunately, or perhaps fortunately, the position is not of constant occurrence.

Half-ball Kiss Cannons.—Fig. 64 illustrates a very remarkable series of gentle kiss cannons made at the half-ball angle. The remarkable fact, of course, is that whereas the positions of R and S are constant, P may be anywhere on the line *a b* within certain limits, these limits being indicated by the points 1 and 7. The numbered points represent varying positions of the northern edge of the player's ball, 1 being three inches from the N cushion, and the others being three inches apart. For all these positions of P (and of course any intermediate positions) the cannon off S is a gentle half-ball stroke without side, the player's ball being struck in the centre. Perhaps the most favourable position for P is between 2 and 3; for the cannon will leave all the balls together. When P is

further south the spot-white will evidently not travel so far. If *P* is on 5, and *r* side is used, *s* will remain stationary. When *P* is on 1, 2 or 3, the cannon may be played as a quarter-ball stroke if preferred; this is in fact the most certain method when *P* is on 1. When *P* is on 1, 2, 3, 4 or 5 the half-ball cannon may be played even though *s* be a quarter of an inch from the cushion. The limiting positions 1 and 7 are easily defined, the angle 1 *s* *R* being about the ordinary half-ball angle, while the angle 7 *s* *R* is a little more than a right angle. Now, as the position of *P* is variable, it is clear that the important point for practical purposes is to know and be able to recognise *the angle which R and s make with the N cushion*. This is best judged by standing at the *N W* pocket and observing the cannon angle *Q s R*. It will be seen to be about 30°, the angle of a half-ball winning hazard.

Quarter-ball Kisses.—It was stated above that when *P* is on 1, 2 or 3, the kiss cannon may be played as a quarter-ball stroke. If it is desired to continue the series of quarter-ball cannons beyond 3, the red ball must be placed three inches nearer the *N* cushion (19 *N*). With

R in this new position quarter-ball cannons may be made from 3, 4, and 5. If P is nearer the N cushion than 3, the cannon will of course be missed on the right; if further than 5, on the left. In comparison, therefore, with the half-ball kiss-stroke the range of quarter-ball kisses is small. Players uncertain of their quarter-ball aim may use the exact amount of left-hand side designated as *l* side, and *aim* at the extreme edge of *s*.

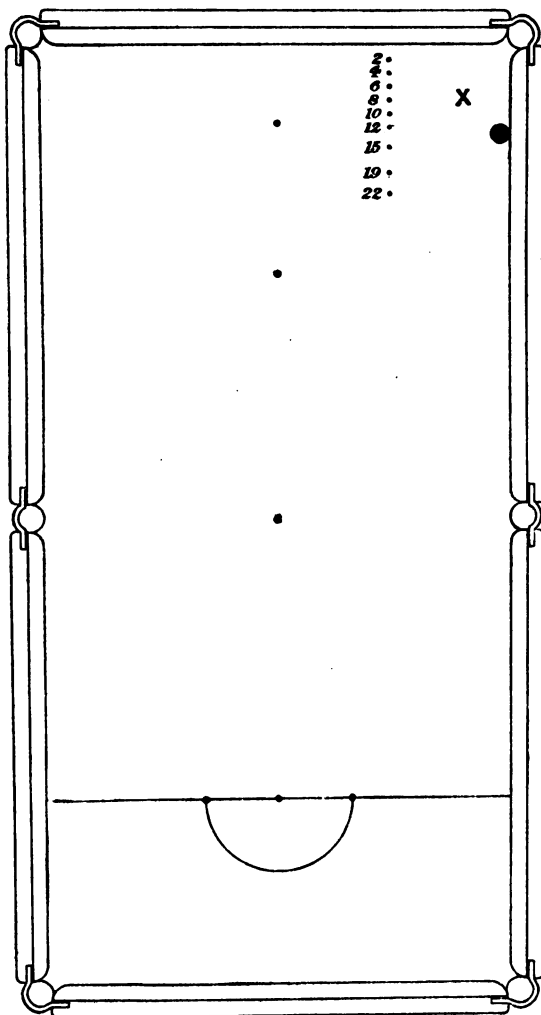
Three-quarter-ball Kisses.—The range of these is larger. The red ball must be moved seven inches further from the N cushion (ten inches further than for the quarter-ball kiss). Its position therefore is 29 N. The limiting positions for P are now, roughly speaking, 3 and 10. Very accurate three-quarter-ball aim may be ensured by placing *s* so that the spot on it is in the centre of the portion of the ball visible to the player, and marking another spot with ink half-way between the spot and the right-hand edge of the ball, aim being taken at the spot of ink. The stroke should be played a little more freely than before, and the ball struck slightly above the centre. When P is on 5, *s* will travel to a

point on the NW cushion a foot from the NW pocket. As P is moved further south, S will not travel quite so far, and when it approaches 10 the player will begin to miss the cannon on the left unless the stroke be played at No. 2 strength. The same applies when P is further north than 4: the stroke must be played rather harder. When P is north of 3, the kiss becomes insufficient or ceases to exist; 3 therefore is the northern limit. When P lies between 4 and 9, S may be a quarter of an inch from the cushion without spoiling the stroke. By standing at Q as before, the player will see that the angle QSR is slightly in excess of the half-ball angle; it appears in fact to be about 36° .

Seven-eighth-ball Kisses.—As might be expected, these have not a very large range. The red ball should be 39 inches from the N cushion, the limits for P being 7 and 10. No. 3 strength should be used.

Opportunities for one or other of these kiss cannons are of constant occurrence. The third ball need not, of course, be in contact with any cushion; in fact, its most favourable situation is a few inches away from a cushion, for in this

FIG. 65



position the chances of a cannon, either directly or off a cushion, are increased.

II. **Kiss Hazards.**—In the diagram (fig. 65) the red ball is in contact with the N E cushion and 12 inches from the N cushion. The numbered dots, at a distance of 18 inches from the N E cushion, represent the distance in inches from the N cushion of successive positions of the northern edge of the player's ball (P).

When the dot 12 is occupied, P will be exactly opposite R. The losing hazard into N E is a gentle half-ball, P being struck high with *r* side. R should reach the centre line of the table about a foot above the centre spot, but the stroke may, if desired, be played much more gently.

If P is on 10, aim at the same pace, or, if anything, a little more *gently*, a shade fuller than a half-ball. R should travel to the same spot as in the previous stroke.

With P on 8 the stroke is a three-quarter-ball, but must be played *much more gently* than in either of the preceding cases. R travels towards the centre spot, but not nearly so far, particularly if P be not struck above the centre; in this case the stroke is an exceedingly gentle one. All the

above may be played much more gently if P be not struck above the centre; in fact, the red ball need not travel more than two feet in any of them.

If P is on 6, aim nearly full, and hit high with *r* side. R should pass over the centre spot and go nearly into baulk.

With P on 4 aim nearly full again, but hit high and hard with *l* side. P comes away from the cushion and curls back again into the pocket. I find this stroke in 'Billiards,' by John Roberts. The red ball should go in and out of baulk, and come to rest near the centre of the table.

With P on 2 a similar stroke may be played, but considerably harder. At this angle, however, it is easier to play a moderately hard three-quarter-ball screw with *r* side, the red ball rebounding off two side cushions, and leaving a middle-pocket losing hazard from baulk. If P be at the same angle but considerably nearer R, *e.g.* at x ($8\frac{1}{2}$ N, 6 E), a gentle three-quarter-ball screw may be played, leaving R over w pocket. In this stroke it is not even necessary to strike below the centre.

If P be $1\frac{1}{2}$ inch above x (at 7 N, 6 E) the

stroke becomes a screw-back, struck rather freely with *r* side. The inexperienced player will probably begin by hitting too full; the angle is correct if *R* goes into or just misses the *w* pocket. If the spot-white ball happens to be in the neighbourhood of the *sw* pocket, the game is to play a free half-ball stroke to the right of *R* for the kiss cannon (*vide* previous section).

Kiss Hazards at less than a right angle.—If *P* is on 15, play a *very gentle* half-ball with *r* side, so as not to move *R* more than a foot. There is no necessity for striking above the centre.

If *P* is on 19, the stroke is a gentle quarter-ball with *r* side, neither above nor below the centre. *R* should not move more than six inches.

With *P* on 22 the quarter-ball stroke should be so gentle that *R* will not move more than an inch or two. As *P* is gradually placed further from the *N* cushion the strokes become finer and more difficult, though they may be played rather more freely. Eventually it becomes easier to play the stroke as a run-through in the ordinary way, hitting high and full with *r* side, at No. 3 or No. 4 strength.

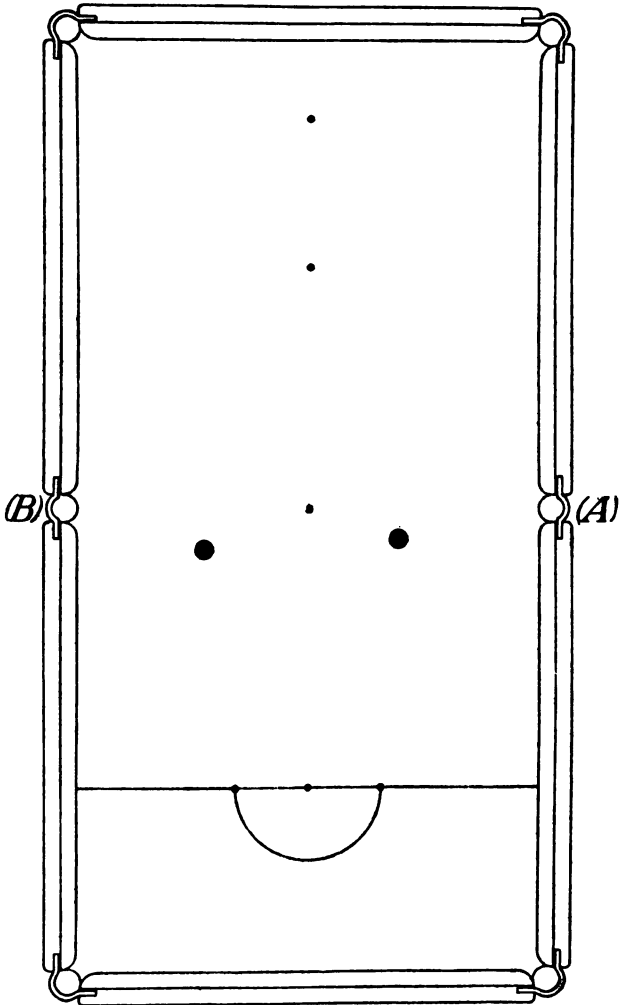
CHAPTER X

MISCELLANEOUS STROKES

Middle-pocket Losing Hazards.—In a series of these strokes the aim should be to keep the object-ball well away from the middle pocket ; for if this be done less accuracy of strength is required. Some writers go so far as to recommend that the object-ball be kept in the centre line of the table ; but this seems an exaggeration and makes the strokes unnecessarily difficult. My own opinion is that the player should aim at bringing the ball back at a distance not less than 18 inches from the side cushion. When this object can be attained by means of a true half-ball stroke at No. 2 strength the position may be considered an ideal one. But if such a stroke would cause the object-ball either (1) to come back too near the side cushion, or (2) to catch in the top pocket, one of the following devices must be resorted to :

- (a) A half-ball stroke with side.

FIG. 66



- (A) R 4 inches below centre line, 20 E.
(B) R $6\frac{1}{2}$ inches below centre line, $17\frac{1}{2}$ W.

(b) A three-quarter-ball stroke, either without side or with side towards the pocket.

(c) A three-quarter-ball stroke, with side towards the pocket, causing the object-ball to strike the side cushion before the N cushion. Though the object-ball has further to travel in this case the strength is about the same as for a half-ball stroke, owing to the fuller impact and consequently greater impulse given to the object-ball.

(d) A stroke played a little finer than a half-ball, with side towards the pocket, in order to keep the object-ball away from the side of the table. This stroke must be played considerably harder since the impact is finer.

In position (A) (fig. 66), if P be spotted on l D the losing hazard would have to be played about No. 3 strength and would either leave the red in baulk or too near the s E cushion for another hazard. The simplest plan is to spot P on c D and play a screw half-ball stroke, No. 4 strength with r side, the red ball going in and out of baulk and keeping well away from the sides of the table. This stroke should be well practised till the angle can be judged

instinctively. The direction of the red ball can be controlled far better than if the stroke were played as a forcing hazard without screw.

In position (B) the natural position for a half-ball hazard without side would be obtained by placing *P* about $3\frac{1}{2}$ inches to the right of *c d*. But as the result would be that *R* would come back too near the side cushion, it becomes necessary to adopt one of the two alternatives (*a*, *c*) mentioned above—viz. either

(1) Place *P* 6 inches to the right of *c d* and play a three-quarter-ball stroke ; or

(2) Place *P* 2 inches to the right of *c d* for a half-ball stroke with *l* side.

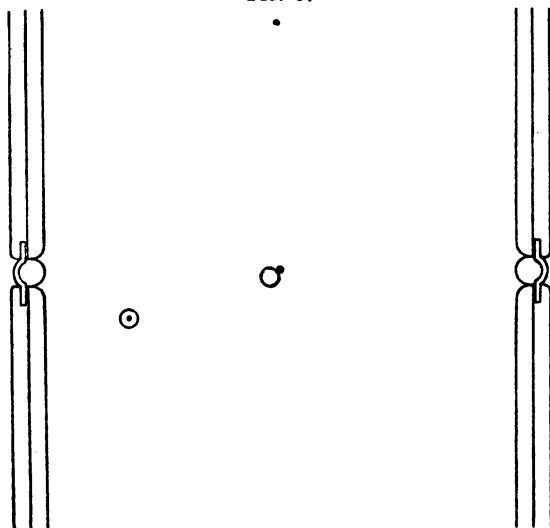
Either of these methods will keep the red ball away from the side cushions.

Fig. 67. The losing hazard here should be played as a three-quarter-ball stroke, with *r* side, in order to bring *s* well away from the cushion without sending it into baulk. Similar strokes are of constant occurrence, notably the ordinary short 'jenny' from baulk, which should generally be played a little fuller than a half-ball, of course with side to enlarge the pocket.

Fig. 68. Do not play the red loser merely with

the vague idea of leaving R near S ; for the better the strength the more likely the balls are to become covered, and it is wrong on principle to trust to a stroke of this kind. Play the stroke, therefore, in such a manner as to leave a choice of scores,

FIG. 67

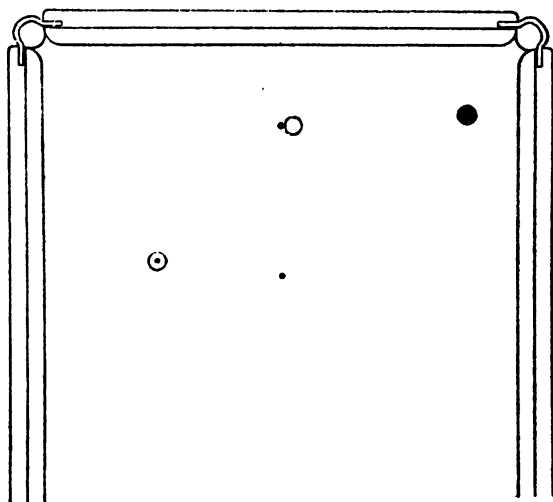


S 7 inches below centre line, 11 W.
P on centre spot.

one of which must occur ; e.g. play a No. 3 strength quarter-ball stroke to send R off two cushions below the middle of the table, or, if preferred, play the hazard gently so as to leave R in the

centre line of the table just below the pyramid spot; continuing with a losing hazard from baulk into N E, played hard enough to bring R below the centre of the table for a middle-pocket hazard or cannon.

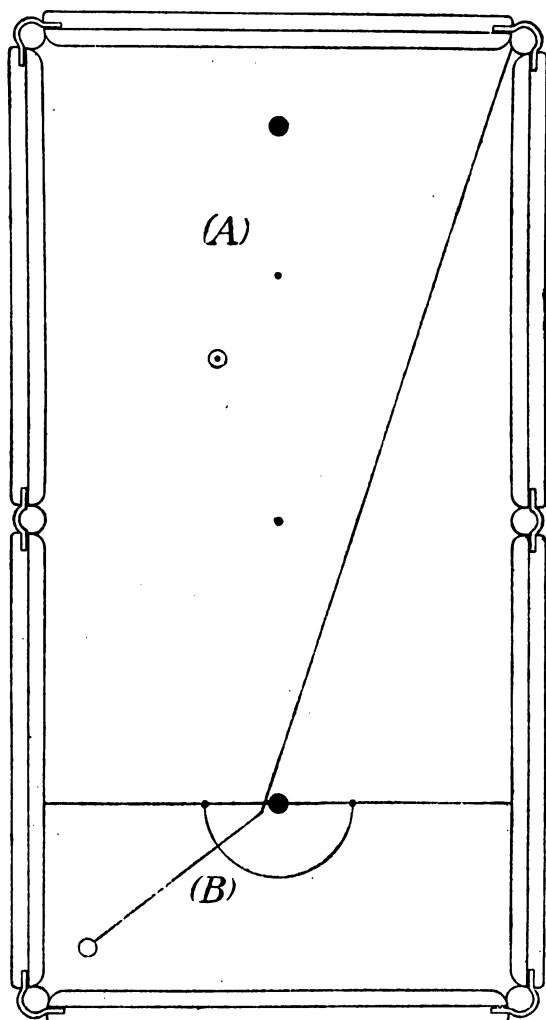
FIG. 68



R 9 N, 6 E: S 30 N, 15 W: P on spot.

Position (A) on fig. 69 shows the unfavourable central position for S when R is on the spot and P in hand. The cannon direct is too fine, the losers into NW and NE too fine and too wide respectively to be convenient. The easiest and most profitable way of scoring is to place P on

FIG. 69



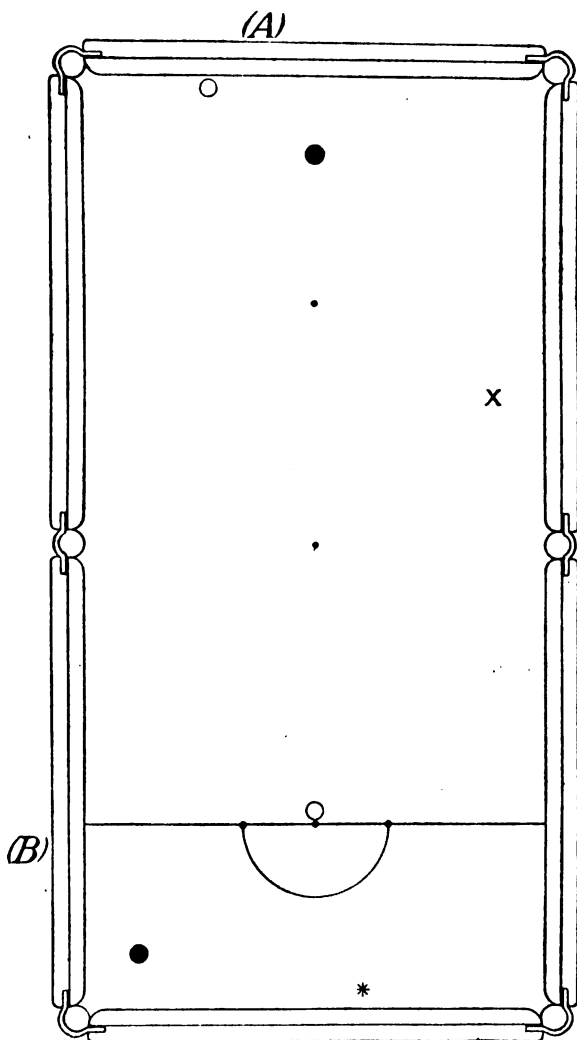
- (A) R on spot: S $46\frac{1}{2}$ N, 26 W: P in hand.
 (B) R on c D: P 5 S, 5 W.

r *D* and play a half-ball cannon, with *l* side, off *R* and the *N* and *NW* cushions. The strength should be sufficient to bring *R* over *E* pocket. Owing to the curl caused by the side at this distance the *aim* should be a little fuller than a half-ball.

Position (B) exemplifies in a curious manner the difficulties of 'short-legged' losing hazards into a distant pocket. By playing a very accurate half-ball stroke, without side and striking at 'cushion-height,' the losing hazard into *NE* may be made at a strength between No. 1 and No. 2, so that *R* will be left near the *SW* cushion. If you now play the stroke in precisely the same manner but with No. 3 or No. 4 strength, you may be surprised to find that you miss the pocket, not on the left but on the right. The reason may be sought in (1) the greater inaccuracy of striking at the increased strength and (2) the fact that the distance of the pocket gives time for the curved path of the ball to resolve itself into a straight line.

Position (A) (*vide* fig. 70) is a stroke referred to in the section on *massé* side. Although *P* is 20 inches from the *NW* cushion, it is possible

FIG. 70



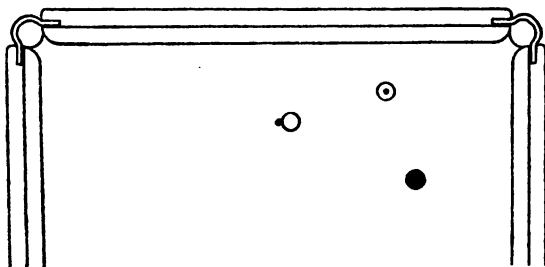
(A) R on spot: P $\frac{1}{2}$ N, 20 W.

(B) R 7 S, 7 W: P near σ D: S in a pocket.

to make the gentle half-ball losing hazard into NE by means of massé *l* side. The blow must be downwards at a considerable angle, and the ball should not be struck below the centre. The aim should of course be a little to the right of R in order to allow for the curl. R should remain close to E pocket. I have made this stroke so gently that R did not go beyond x, a distance of two feet from E pocket.

Position (B).—s being in a pocket, the game here is not to pot the red, but to give a miss to *, so as to leave a losing hazard which, in the event of s being unable to disturb the balls, will give P a commanding position; the losing hazard into sw being one which can be made at a great variety of angles and at any strength desired.

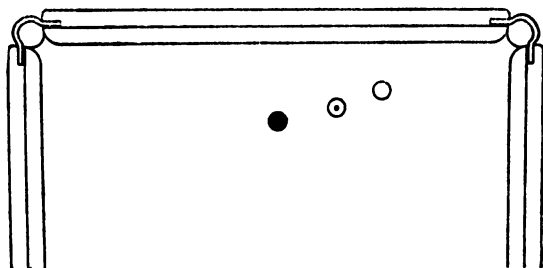
FIG. 71



R 19 N, 13 E : S 6 N, 17½ E : P on spot.

It is almost an axiom in billiards that a cannon off two cushions is easier than a cannon off one, particularly when the player's ball can be made to travel round a corner, with side away from the cushions. In the position given in fig. 71 the *easiest* cannon is that off R and the NE and N cushions, with plenty of *l* side. Were the balls at the other end of the table this would be the correct game. In addition, such cannons generally leave well, by driving the second ball directly towards a central position.

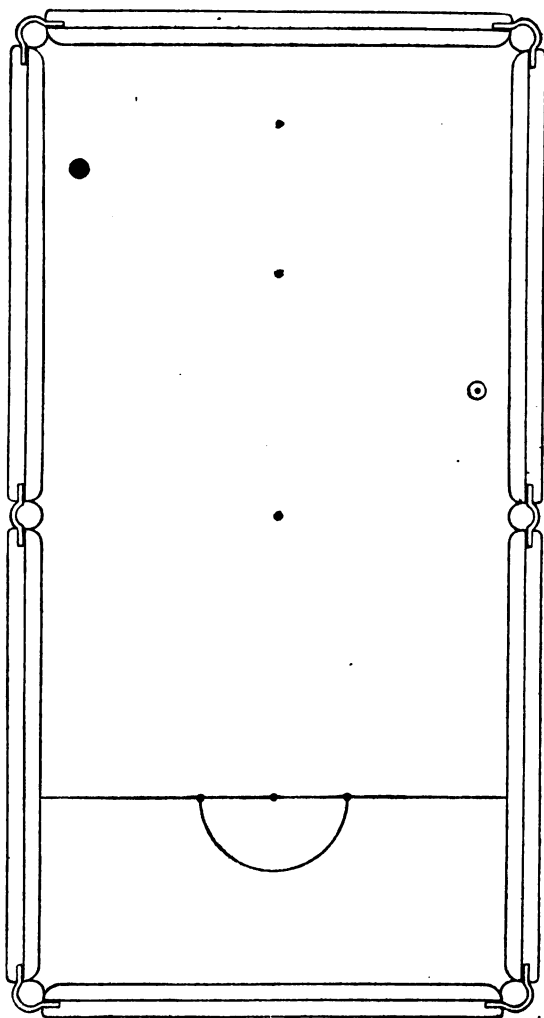
FIG. 72



R on spot: S 9 N, 26 E: P 6 N, 18 E.

Fig. 72. Here, on the other hand, is a very difficult two-cushion cannon. The balls being covered, and both the white losing hazards being too fine (as also the cannon by playing at the N cushion), there is no option. Play a very free

FIG. 73



R 17 N, 4 W: S 50 N, $3\frac{1}{2}$ E: P in hand.

quarter-ball to the right of *s*, with *r* side, for a cannon off *N* and *NW*. The cannon, if missed, may take place off *NE*. *s* may go into *w*, but, if not, should go in and out of baulk. The difficulty of the cannon arises chiefly from the fact that the 'unnatural' *r* side, *towards* the cushions, is used.

The cannon illustrated on fig. 73 is also difficult, as such 'cross cannons' generally are. The cannon off the *N* cushion would be easier, but would be likely to leave too well in the event of failure. It seems best, therefore, to combine an attempt to score with a reasonable prospect of safety by playing the stroke as follows: place *p* on *cd* and play a half-ball stroke to the right of *s*, with sufficient strength to leave *s* in baulk. Be careful not to strike above the centre; in all these cross cannons, more particularly when the ball cannoned on to is near the object-ball, 'follow' and the annoying curve which results should be avoided.

As above described the cannon will take place off the *NE* cushion only; but a still better way of playing the stroke is to spot *p* two or three inches to the right of *cd* and play for the cannon off three cushions (*NE*, *N* and *NW*)—another

illustration of the advantage of cannoning 'round a corner'; for the stroke, if it comes off, will drive R towards the centre of the table, leaving a reasonable chance of another cannon or losing hazard.

Of elaborate all-round cushion cannons I do not propose to give any instances, partly because innumerable specimens may be found in any book on the game, and partly because all that is really required for them is a little imagination on the part of the player, combined with a knowledge of the rules which govern this class of stroke. These are :

(1) *Aim at the nearest ball.*

(2) *Aim at the ball furthest from a cushion.*

(3) Select a method of playing the stroke which will admit of *incline* 'away from' *all the cushions used.*

When these three rules can be observed simultaneously the cannon is seldom difficult, and should never be missed badly. Often, however, one rule must give way to the others; in that case the one *not* to give way should be No. 3, unless the reversal of side be in operation for a short distance only, towards the end of the stroke.

- (A) R 42 N, 1 E: S 45½ N, 27 E: P in hand.
(B) S 13 inches above centre spot: P in hand.

In considering whether an all-round cannon is worth playing for at all, the player should ask himself the following questions :

(a) Is an attempt to score compulsory? if not—

(b) Will the stroke, if it comes off, lead to a break?

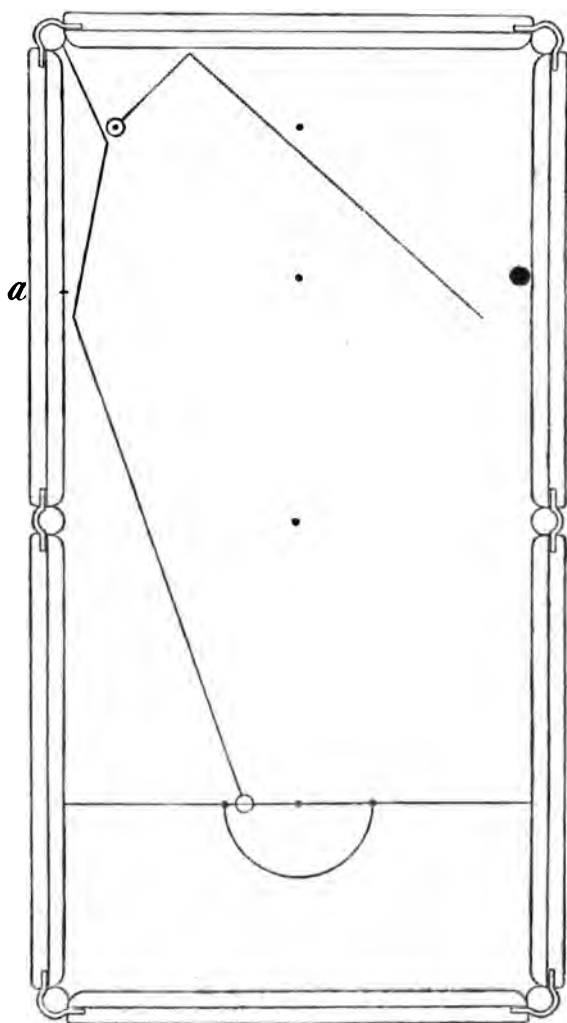
(c) Is there a reasonable chance of safety in the event of missing the stroke?

In position (A) (*vide* fig. 74), if P be spotted in the natural position for a No. 2 losing hazard into NW, there is some fear of s either being lost in NE, or striking NE cushion before N, so that it will not be left near R. It is better, therefore, to place P on r D and play the hazard with r side, being careful to strike a little above the centre. Playing the stroke in this manner from r D ensures the return of s off N cushion.

In position (B) the ordinary losing hazard off s would pocket both balls. The proper method to adopt depends, of course, on the position of the red ball; *e.g.*

(1) If R be on the spot, place P $2\frac{1}{4}$ inches to the left of c D and play the losing hazard with side away from the pocket, being careful, as in

FIG. 75



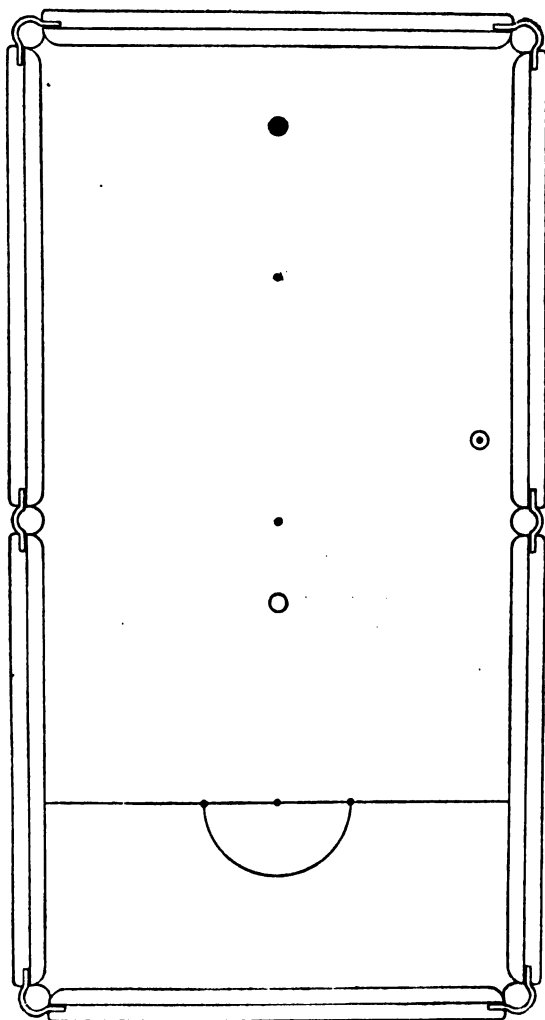
R near centre of N E cushion :
S $10\frac{1}{2}$ N, $6\frac{1}{2}$ W : P in hand.

the previous stroke, to strike above the centre. *s* will strike the *N* cushion first, and afterwards the side cushion, leaving the usual cannon.

(2) If *R* be at *x* (twelve inches above centre line, 15 *w*) it may be better to place *P* five inches to the left of *c d* and play the hazard into *N w* with *l* side, rather more gently than before. *s* should strike the *N E* cushion first and remain near the spot for a cannon from baulk off *R*.

The losing hazard shown on fig. 75 is typical of a very important class of strokes made by striking a cushion before a ball. In the position illustrated the player's ball should be spotted three inches from *l d*, and aim should be taken at the point (*a*) on the *N w* cushion three feet from the *N* cushion. [The ball will not actually strike the cushion at this point, but some two or three inches below it.] *s* should be struck a half-ball on the left, and the strength should be a free No. 1 to carry *s* up to *R*. These most useful strokes should be practised in various positions till the point to aim at can be judged instinctively. The rule for them is:—*First* find the point on the cushion which will make a half-ball hazard possible; then find the proper position in baulk

FIG. 76



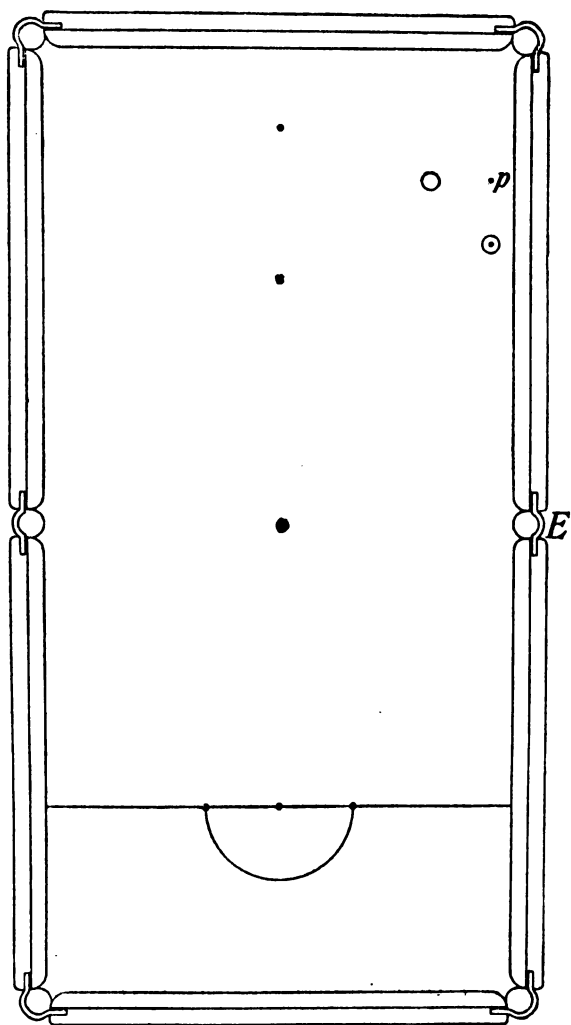
B on spot : S 11 inches above E pocket, $8\frac{1}{2}$ E :
P 12 inches below centre spot.

M

for P—that is, the spot from which P must start in order that impact on the cushion at the point found may result in half-ball impact on s. These two operations are quite distinct. Side should not be used unnecessarily, nor should the stroke be attempted from a long distance unless a *half-ball* hazard is possible. At short distances quarter-ball or three-quarter-ball strokes of the kind may be played.

In the next position (fig. 76), there is no stroke worth trying, but as s is in position for an easy hazard off the red P cannot afford to give a miss. The easiest score is by means of a fine cannon off s and the NE and N cushions, but the objection to attempting this is that, in the event of its failing, s will probably retain its commanding position. P should accordingly play for safety by striking s a very gentle half-ball on the right, thereby stealing his position and leaving him under the cushion a few inches higher up the table. This compels s to open the game at a disadvantage. It is possible that a white winning hazard into E may be left, but this will do no harm unless s succeeds in getting a double-baulk after it. For, if instead he gives a miss in baulk, P will follow with the usual

FIG. 77



S $27\frac{1}{4}$ N, $2\frac{1}{16}$ E: P 18 N, 11 E.

miss and retain the advantage in the ordinary manner.

Fig. 77. This is a fancy stroke, not recommended for use in actual play, but given here on account of its value as an illustration of the theory of side. The problem is to make a direct losing hazard off *s* into *E* pocket. The stroke, when set up, looks an absolutely impossible one, but it may be effected as follows: Play a gentle half-ball (a shade finer) to the right of *s* with strong *r* side. If there be plenty of nap on the cloth, the *r* side will cause *p* to curl to the left against it, so that the hazard becomes just possible. As a guide to the strength and direction, I may state that successful accomplishment of the stroke resulted in *s* travelling off the cushion for a distance of fifteen inches towards the pyramid spot. The stroke is not likely to be made at the first attempt, or even the thirtieth or fiftieth. For that reason I have placed *s* a ball's diameter from the cushion, so that it can be replaced for each attempt with greater ease, a third ball being used for the purpose and then removed.

If *p* be placed instead at *p*, the stroke may be made as a run-through, with *r* side as before, or it may be made by striking the *NE* cushion first,

with *r* side, considerably harder, *P* rebounding off the cushion so as to meet *s* nearly full. This previous impact with the cushion results in a greatly increased amount of side, and it is at first a little humiliating to the player to learn that the side which he sees before him, rendered visible in so large a quantity, is caused not so much by his own 'power of cue' as by the cushion.

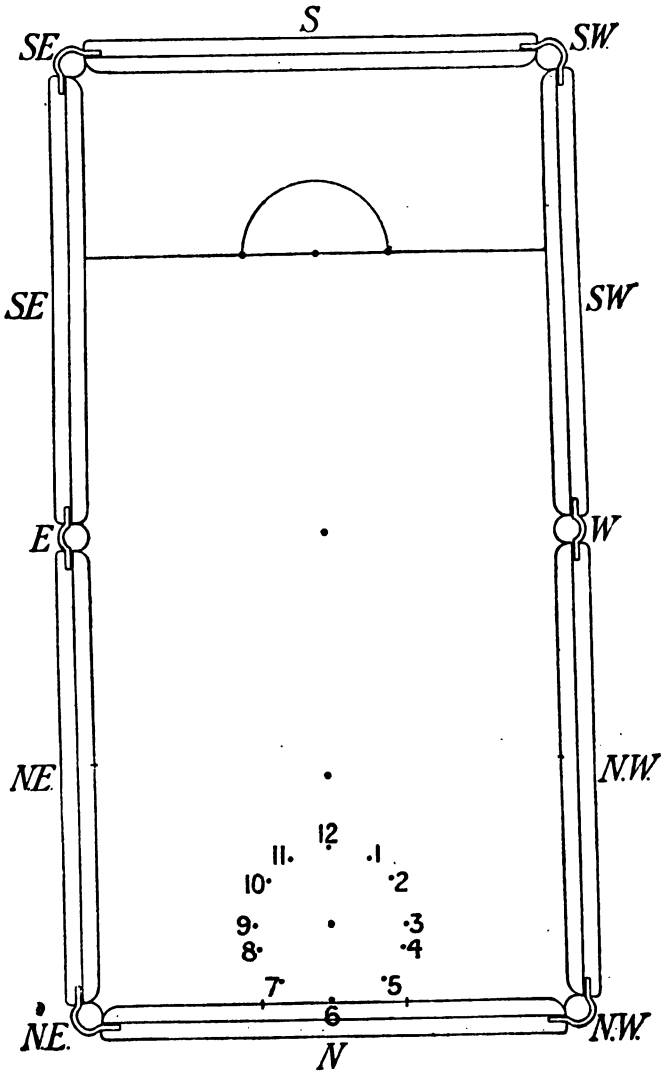
In both the above variations of the stroke it is quite possible that *P*, after impact with *s*, may strike the *NE* cushion and still curl again into the pocket. A similar stroke into *SE* is considerably less difficult.

CHAPTER XI

‘ THE BILLIARD-CLOCK ’

THE figure on the accompanying diagram (fig. 78) represents a device by which a very large number of strokes at the top of the table can be marked out and described without the necessity for more than one preliminary set of measurements, or for any other diagram, so that much valuable time and space are saved. The points numbered from 1 to 12 are all at a distance of one foot from the spot, and should be marked accurately on the table by means of chalk dots. The points 12 and 6 are in the centre line; a ball placed on 6 should be in contact with the *N* cushion. The points 1 and 11 are exactly in the lines between the spot and the centre of the fall of the middle pockets, 4 and 8 occupying similar positions on the lines to the two top pockets; 3 and 9 are the same distance from the *N* cushion that the spot is; 2 and 10 are in the lines between the spot and

FIG. 78



points on the face of the NW and NE cushions exactly three feet from the N cushion. Finally, 5 and 7 are on the lines drawn from the spot to points on the N cushion exactly *two* feet from the NW and NE cushions. Of course neither the circle nor the lines should be actually marked on the table, but only the twelve dots.

In all the sixty-seven different strokes described by means of this diagram the red ball is invariably to be placed on the spot. The other two balls occupy successively (in chronometrical order, so to speak) all the twelve positions on the circumference of the circle. As an aid to memory, and in order to avoid any reference to the diagram or even any numbering of the dots, it will be assumed that the spot-white ball represents the extremity of the *hour*-hand of a clock, the player's ball being the extremity of the *minute*-hand. [The two hands are necessarily of equal length.] If, therefore, I wish to indicate a position in which the red ball is on the spot, the spot-white on the point 10, and the other ball on the point 3, I simply describe it as '10.15,' that being the time by the clock. Similarly, if s is to be on 2 and p on 11, I

call it ‘2.55,’ while s on 7 and P on 12 would be simply ‘7.’

Most of the positions are both favourable and instructive, though it will be noticed that in no case is the player’s ball either on or very near the spot-line. Were this position included, the average difficulty of the strokes would be diminished, as the situation could often be improved by means of a screw-back.

Clock-strokes.—1. (*i.e.* s on 1, P on 12). Play a free stab cannon off s, a shade *finer* than a three-quarter-ball, so as to drive it to the spot off the N W *and the NE* cushions. A true three-quarter-ball stroke would be very likely to cause s to kiss one of the other balls on rebounding from the first cushion.

1.10.—Pot the red with *l* incline, rather more gently than usual, so as to remain eleven inches from the N cushion for the cannon.

1.15.—Pot the red freely, so as to leave a half-ball red loser into the N W pocket.

1.20.—Play the quarter-ball red loser into N E pocket, so as to leave R over the E pocket. [Note that the hazard is not a half-ball, in spite of the fact that P is exactly in the line between R and

the NW pocket, from which the hazard is at the half-ball angle. The cause of the apparent anomaly is fairly obvious.]

1.25.—There is a half-ball losing hazard off s to E, but it would leave s nearly in baulk. A screw-cannon off R, a shade finer than a half-ball, will collect all the balls near the w pocket.

1.30.—Try to go very gently between the balls. The result will probably be a cannon full on to s, a red winner being left.

1.35.—A very pretty run-through cannon may be made by hitting R so that it just escapes s, putting strong l side on P. The side will cause P to curl to the right against the nap (*vide* Chapter IV. § G). The stroke must be played gently for the side to have its full effect, and R may not reach the w pocket. A white loser, however, or a cannon is sometimes left.

1.40.—Play a three-quarter-ball cannon to bring R back off the NW cushion to the other balls. Avoid striking above the centre.

1.45.—Pot the red gently, striking P in the centre, to leave a three-quarter-ball cannon. Your ball may possibly score two extra points in passing, but this will not spoil the position.

1.50.—Play two spot-strokes, remaining after the second between 8 and 9 for the cannon.

1.55.—Play either of the quarter-ball losing hazards. If that off s is selected, play it hard enough to bring s half-way down the table.

2.0.—Pot the white; a sharp stab, to leave a red loser. Use r side, if any, so that p, in coming back, may curl to the left against the nap.

2.5.—Play a gentle half-ball cannon off R and the N cushion, with l incline (not side). A red winner should be left.

2.15.—(a) Pot the red as gently as possible. Then play another spot-stroke, with l incline, very freely, so as to remain between the spot and either the w or the sw pocket, from which position either a cannon or a red loser must be left. As an alternative, the second spot-stroke may be played more gently, so as to leave p about a foot from s and a little lower down the table than that ball.

(b) Pot the red freely, returning off the NE cushion for a red loser.

2.20.—Quarter-ball losing hazard as in 1.20.

2.25.—The direct screw cannon off s would probably leave well, but the safest game to play in a match would be to hit s a gentle three-quarter-

ball on the right, so as to drive it under the s cushion. If the stroke is accurate, s will cross the baulk-line about half-way between r D and c D. P should come off the NW cushion into position for a half-ball loser off R into NE, so that s will be compelled to open the game to his disadvantage.

2.30.—Cannon a shade finer than a half-ball, so as only just to graze s. R should be driven to E. A white loser into NW may also be left.

2.35.—Play a gentle run-through cannon on to the left edge of s, so that the balls may not remain covered. A red hazard into E should be left; possibly also a white losing hazard.

2.40.—The usual quarter-ball loser.

2.45.—Play a three-quarter-ball cannon, so as just to reach s, leaving a red winner.

2.50.—Play two ordinary spot-strokes, remaining, after the second, between 9 and 10 for the cannon.

2.55.—A quarter-ball red loser, to bring R just below the pyramid spot.

3.0.—(a) A run-through white loser, to leave s about a foot below the pyramid spot and a foot west of it, for the cannon from baulk.

(b) A half-ball stab, a little below the centre, with strong *r* side, for a cannon off *N* cushion. *s* should remain above the spot. Be careful to hit a half-ball and not fuller; otherwise *s* is liable to catch in the angle of the pocket.

3.5.—A gentle half-ball cannon, with *r* side, off *R* and *N*, to leave a red winner. *s* should not be moved more than an inch or two.

3.10.—Neither the white loser nor the cushion cannon would be good judgment. Pot the red with *l* incline, remaining not less than fifteen inches from *N* cushion. From twenty to twenty-four inches is better.

3.20.—The red loser, as usual.

3.25.—(a) If you fancy the three-quarter-ball screw cannon off *s*, play it hard enough to bring *s* back to the *N W* pocket.

(b) If not, play for safety by means of a three-quarter-ball stroke to the left of *R*, driving *R* past *E* pocket, and remaining near *N E* cushion.

3.30.—Play for safety by driving *R* half-way towards *s w* pocket. If well played, *P* will get position for a red loser into *w*, compelling *s* to open the game.

3.35.—Play the half-ball cannon quite full on

to s, so as to leave a white loser. s should be moved about ten inches.

3.40.—Either quarter-ball losing hazard.

3.45.—Pot the red, striking above the centre, so as to remain a foot from N W cushion in position for a half-ball cannon.

3.50.—(a) Pot the red very gently, so as to remain eight or nine inches from N, leaving a red or white loser.

(b) Cannon fine on to the left side of s, to leave either a cannon or a white loser.

(c) Play a very gentle three-quarter-ball cannon with strong r side. R should remain nearer the N cushion than the other balls, and a cannon or red winner should be left. This is the best plan of the three, as losing hazards are avoided.

3.55.—A quarter-ball red loser, to leave R just below the pyramid spot.

4.0.—(a) A quarter-ball loser played freely enough to bring s as far down as the pyramid spot. If played less freely the only stroke left would probably be a losing hazard into N W, as the result of which s and R would be very likely to kiss.

(b) A fine cannon off R and N will of course leave a red winner, and may leave something else.

4.5.—Play a gentle half-ball cannon off R and N, with strong *l* side, to leave a red winner.

4.10.—Pot the red with *l* incline, remaining not less than thirteen inches from N cushion.

4.15.—Pot the red gently, leaving either a run-through cannon or a cannon to be played off N with *l* side.

4.25.—(a) A gentle three-quarter-ball screw cannon off s will probably leave a red hazard or a white losing hazard into w.

(b) A gentle half-ball screw losing hazard, with *r* side, off s into N W, leaving a white losing hazard into w, or a cannon from baulk. This is rather the safer course of the two, in case the stroke is missed.

4.30.—There is a rather fine cannon off s and N W, but the massé losing hazard off s into N W is preferable because a score is certain to be left. Put on plenty of *r* side, and hit very much down on the ball. The cue should be pointing to the centre of s, to allow enough for the curl. s should not pass the middle pocket.

4.35.—Play a three-quarter-ball losing hazard, with *r* side, off s into N W. s should cross the centre line of the table a foot below the pyramid

spot, remaining about half-way between the centre line and the N E cushion, for the cannon from baulk.

4.40.—A gentle cannon slightly on to the *right* of s will leave a white loser. The stroke is a little finer than quarter-ball.

4.45.—Play a run-through cannon to bring R back from N W, but not quite so far as s, so as to leave a cannon. It is important to cannon nearly full on to s.

4.50.—Cannon gently off R and N, the merest shade finer than a half-ball (to avoid the kiss), and with strong *l* side, in order to avoid striking s on the left (in coming off the cushion) and leaving the balls covered. A red loser should be left; failing that, a cannon.

4.55.—Play a very gentle quarter-ball cannon, striking the second ball a half-ball on the left. R should be left close to N and due north of the spot. A half-ball cannon off s should be left. The stroke requires some accuracy in order to avoid a 'cover.'

5.0.—Play a quarter-ball cannon on to the right-hand side of s, returning off the cushion into position for a red winner or white loser. If the

cannon were made on to the other side of s the balls might get covered.

5.5.—A gentle half-ball cannon off R and N, with strong l side, to leave a red winner.

5.10.—Pot the red and remain not less than fifteen inches from N cushion. On no account should a half-ball cannon be left, as this would separate the balls.

5.15.—Pot the red very gently, with r side, so as to curl to the left against the nap.

5.20.—(a) The usual quarter-ball red loser. This is the best.

(b) A fine cannon off s and N is just possible, and might leave well.

(c) The white loser to N E, a gentle screw with l side, is not difficult, but the result is not so good as in (a).

5.30.—(a) Screw cannon off s.

(b) Run-through losing hazard to N W. s should pass over the pyramid spot, leaving a cannon or losing hazard from baulk.

5.35.—A free No. 3 strength three-quarter-ball cannon off R and the N W cushion, with strong r side, should drive R in and out of baulk to N E pocket. s will be driven in the same direction,

or, if the N cushion be struck before s, towards the spot. The stroke is perhaps easier if played a half-ball, but then R would go to N W, which is not so good for the break.

5.40.—The customary loser.

5.45.—Cannon with sufficient strength to drive R to a point about a foot south of the pyramid spot. s should rebound off N and N W cushions, leaving a losing hazard.

5.50.—A gentle half-ball cannon (not finer), with strong l side, off R and N, so as just to graze s. R should rebound off N W, leaving a winning hazard.

5.55.—(a) A gentle three-quarter-ball stroke to the left of R will cause it to rebound from N and drive s to meet P, leaving the balls together.

(b) A red losing hazard, finer than half-ball, to leave R in centre line, a little below the pyramid spot, for a losing hazard into the N E pocket.

6.0.—Play gently almost dead full at R, striking above the centre, for the kiss cannon. Beginners usually play the stroke unnecessarily hard.

6.5.—(a) A fine cannon off R on to the left edge of s, so as scarcely to disturb it. P should return about a foot off N cushion for the red winner.

(b) Play the red loser to N E rather thicker than a half-ball, in order to avoid disturbing s. R should remain between the pyramid spot and the E pocket, for a cannon from baulk.

6.10.—Pot the red with l incline, returning to a similar position on the other side of the spot, but a little lower down the table. [If P were from one to four inches lower down the table, we should have the ‘second ideal position’ described in Chapter VI.]

6.15.—Pot the red: a very gentle stab-shot to widen the angle and obtain the position referred to in the last note.

6.20.—As usual.

6.25.—A very interesting position, seeing that :

There are seven ways or more
Of playing for a score :

though I cannot add that

Every single one of them is right.

(a) A half-ball screw (not fuller) off R into N E. R should strike s cushion before s w, and return near N E pocket.

(b) Direct screw cannon off R, which may either go into E pocket or catch its angle and return between the spot and N E pocket.

(c) A half-ball cannon (No. 4 strength) off R and N E cushion, with l side. R should go round the table and come back to the N E pocket. The cannon, if missed off one cushion, may come off from the N W cushion, or the N W pocket may be fluked. There are thus three chances of scoring, and, even if none of them come off, the position is fairly safe with s under the cushion.

(d) A run-through white loser, hitting high and full, with plenty of l side.

(e) A direct three-quarter-ball screw cannon off s, which should remain near the centre spot. A red hazard or cannon may be left.

(f) A gentle half-ball stab, without side, to the left of s, for the cannon. This may leave only a white winner, but only with very bad luck or if played too hard. Occasionally, also, the white ball will go into the pocket.

(g) A rather sharper stab, again without side, aiming a little outside the half-ball so as to hit the N cushion before the ball. s should rebound about five inches off the N E cushion, leaving a white loser. P will remain near the spot, and R near the pyramid spot. I consider this the best of the seven ways.

6.35–11.50 (inclusive).—Each of these strokes is identical with one of those already described. For instance 6.35 is obviously the same as 6.25, and 11.50 as 1.10. It would not be bad practice to play them over, being careful, of course, to substitute ‘right’ for ‘left,’ and ‘E’ for ‘w’ (and *vice versa*) wherever these words occur. For the same reason the strokes after 12.30 are not given.

12.5.—(a) A gentle screw loser, finer than a quarter-ball, off s into NE. s should go two-thirds of the way towards the E pocket, leaving a cannon from baulk.

(b) A half-ball white loser with l side, to bring s off NE cushion to a point between the middle pockets.

(c) A red losing hazard, to be struck fuller than a half-ball, leaving R between the pyramid spot and E pocket. All these are about equally good, but the fine red loser would be inferior.

12.10.—(a) Pot the red more gently than usual, and without incline, remaining seven or eight inches from N cushion for the cannon or red loser accordingly.

(b) Pot the red freely, with r side, remaining

about two feet from E pocket for the cannon or red loser.

12.15.—Pot the red freely, leaving a red loser or cannon.

12.20.—Play a quarter-ball screw cannon off R, which should be left over the N W pocket.

12.25.—A very gentle quarter-ball cannon (not finer) to leave a red winner. If played too fine the result would be a loser only, or a more difficult winner.

12.30.—Give a miss into baulk by striking one of the side cushions a little above the middle pocket. Truly a most lame and impotent

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